THE ROLE-PLAYING GAMES MONTHLY 75p

40

WHITE DWARF

USA $3.00
Canada $3.50
Australia $4.00

THE EAGLE HUNT
An AD&D Adventure

ZEN...
RuneQuest Samurai

Scanned by AXIS

WHAT WILL THE FUTURE HOLD IN STORE?

Buying a game can often be something of a problem. Which one? Nine out of ten robots recommended the Judge Dredd game. But don't just take *their* word for it, this is what the reviewers had to say about it:

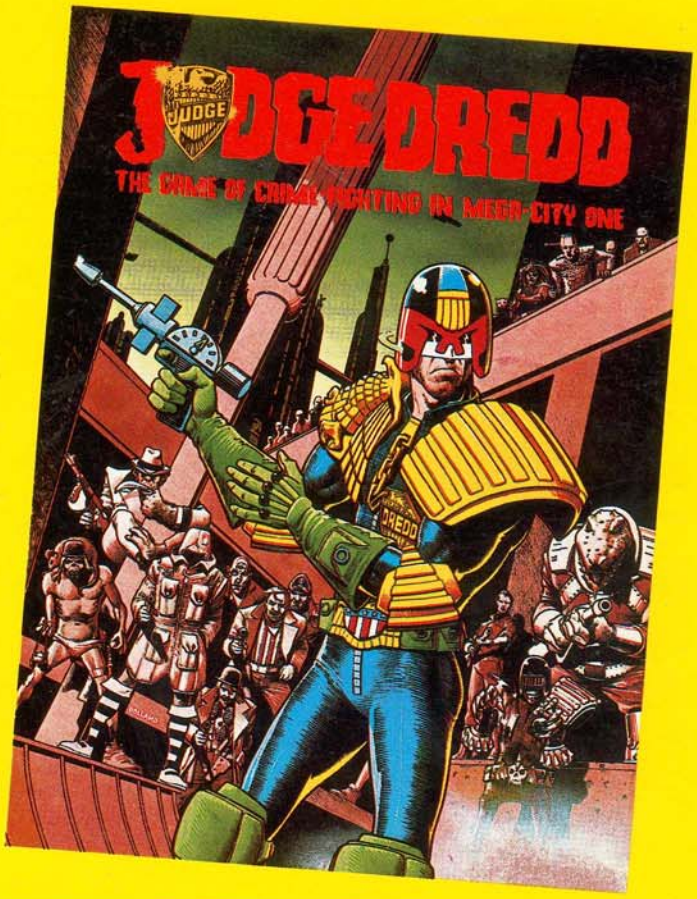
'What is for certain is that the package represents a good fun game which is both physically and thematically excellent' - Charles Vasey, *Military Modelling*

'It is admirably successful in its aims' - Richard Meadows, *White Dwarf*

'. . . there are plenty of suprises and fun in store' - Ray Rimell, *New Voyager*

'. . . this must be the best looking game around' - John Conquest, *Time Out*

'Zarjaz! I predict this will be the board game of the Eighties' - The Mighty Tharg, *2000AD*



JUDGE DREDD - TOMORROW'S GAME TODAY

© 1982 Games Workshop Ltd. Judge Dredd © 1982 IPC Magazines Ltd.

GAMES WORKSHOP *Mail Order*

DIAL-A-GAME ON 01-965 3713

Can't find the adventure you require? Then try us, Games Workshop Mail Order - the games shop at the end of your phone. We have over 500 games and play-aids in stock right now, and it is our aim to deliver the game of your choice within seven working days of the receipt of your order.

GAMES WORKSHOP
MAIL ORDER,
27/29 SUNBEAM ROAD,
LONDON NW10 6JP
Tel: 01-965 3713

NEW RELEASES AND SPECIAL PRICES FOR APRIL 1983

Sanctuary - the battle game of Thieves' World. . **£12.95 post free**
Dice Set - coloured opaque
D4, D6, D8, D10, D12, D20 . . . . . **£1.00 post free**
Scorpion Hall - solo RuneQuest adventure,
UK edition . . . . . **£4.95 post free**
I2 Tomb of the Lizard King - AD&D levels 5-7 . . **£3.95 post free**
I3 Pharoah - start of a new AD&D campaign,
levels 5-10 . . . . . **£4.50 post free**
M1 Blizzard Pass - an invisible ink solo adventure,
AD&D levels 1-3 . . . . . **phone for price**

FOR FURTHER DETAILS OF THESE NEW ADVENTURES AND MORE CALL US NOW!

Beware All Orcs, Ghouls and Gruesome things!

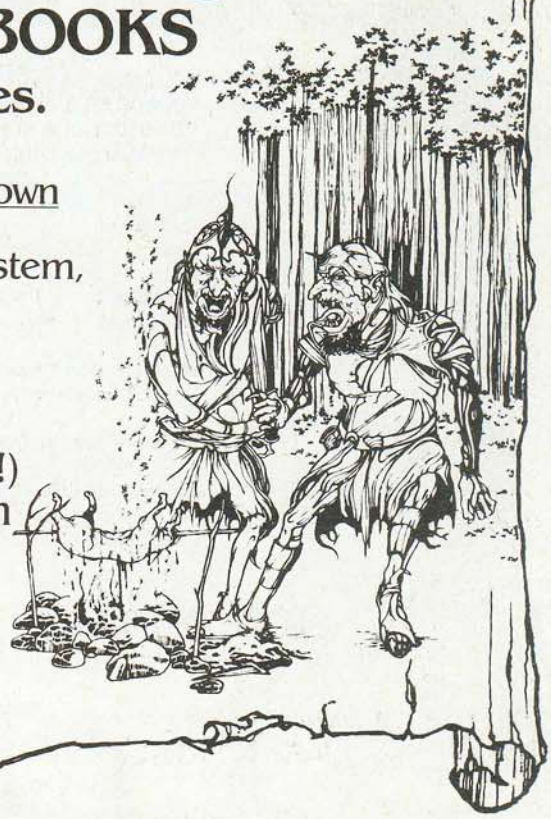
FIGHTING FANTASY GAMEBOOKS

Are back with 2 more great Puffin titles.

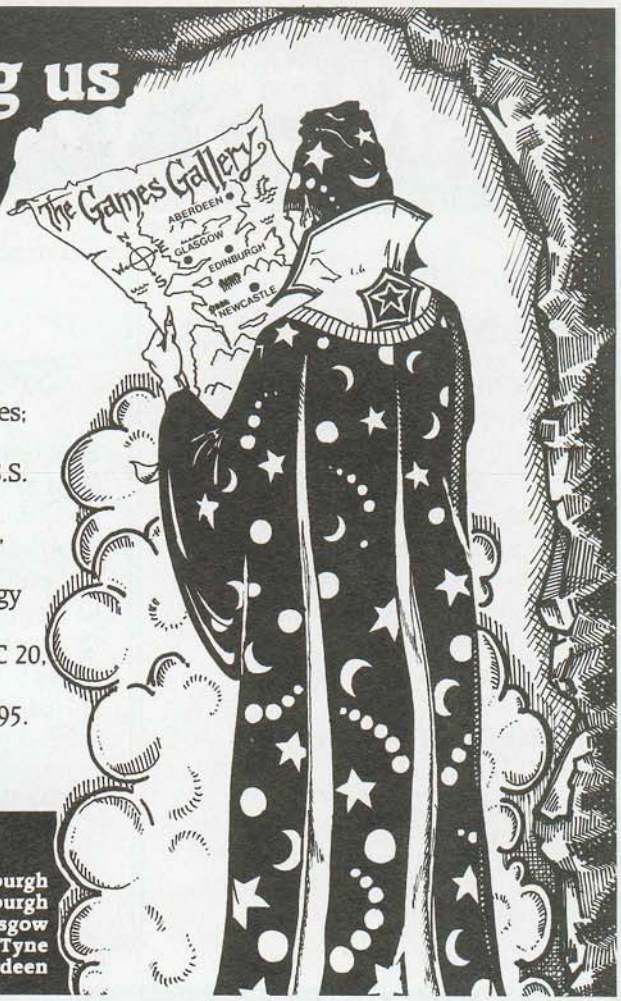
- Create your own hero or heroine, choose your own way through terrific multi-option adventures.
- Fight fearful enemies with a unique combat system, travel to strange worlds and new dimensions!

Now You Can Do All This and More With:

THE WARLOCK OF FIRETOP MOUNTAIN
(Original FF Gamebook, over 100,000 sold!)
THE CITADEL OF CHAOS (2) Steve Jackson
THE FOREST OF DOOM (3) Ian Livingston



The easy part is finding us
Choosing your game is harder



SEARCHING for the best selection of F.R.P., Sci-fi, Computer or Simulation games in the North?

Then a visit to one of our shops would be time well spent.

Complete range of T.S.R. Products: Traveller, Supplements, adventures and figures; boxed Runequest and figures; New Edition Boxed **CHIVALRY** and **SORCERY**; Tunnels and Trolls and Adventures; Space Opera.

S.P.I. Games now available again – Dragon Quest, Next War, T.S.S. Hurry while stocks last; many titles disappearing forever.

New Avalon Hill Games in stock now: Wizzard, Napoleon at Bay, Frederick The Great, Hundred Days Battle and 'Battle for Italy'.

VICTORY GAMES – an exciting new range of tactical and strategy games. Titles include Gulf Strike, Hells Highway and The Civil War.

Computer Software for Sinclair Spectrum, ZX81, BBC Micros, VIC 20, Atari 400 and 800 and Pet.

New titles in Adventure and Strategy on tape and disco from £3.95.

Computer Books and Games Programmes for most MICROS.

Mail order enquiries welcome.

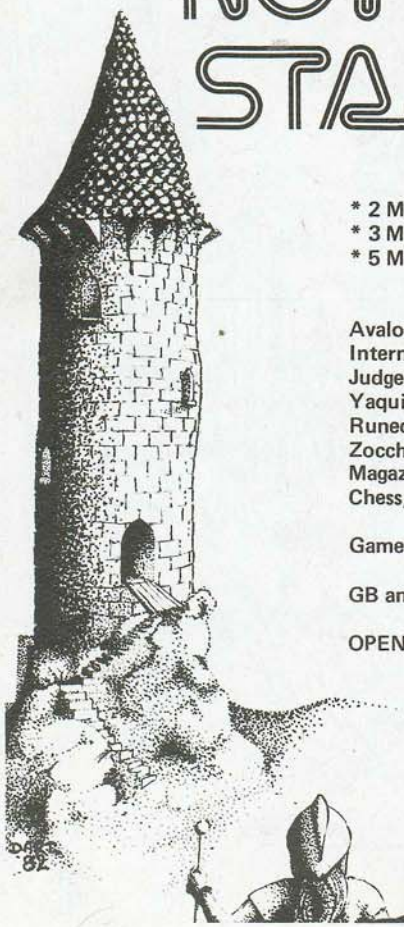
We take your fun seriously!

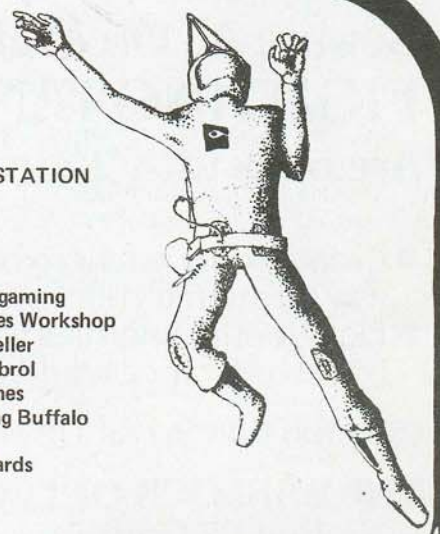
The Games Gallery

NEW SHOP 132 Lothian Road, Edinburgh
13 Forrest Road, Edinburgh
156 Buchanan Street, Glasgow
103 Grey Street, Newcastle Upon Tyne
30 Market Street, Aberdeen

NOT JUST STAMPS

Tel: High Wycombe (0494) 41717





* 2 MINUTES WALK FROM HIGH WYCOMBE RAILWAY STATION
* 3 MINUTES WALK FROM CAR PARK
* 5 MINUTES DRIVE FROM EXIT 4 ON THE M40

Avalon Hill	Ral Partha	Metagaming
International Team	Citadel	Games Workshop
Judges Guild	S.P.I.	Traveller
Yaquinto	GDW	Humbrol
Runequest	TSR	Brushes
Zocchi	WRG	Flying Buffalo

Magazines and Accessories

Chess, Backgammon, Mah Jong, Puzzles, Playing and Tarot Cards

Games-playing staff to help you

GB and Commonwealth stamps and *all* accessories

OPEN 9.30-5.30 CLOSED WEDNESDAY

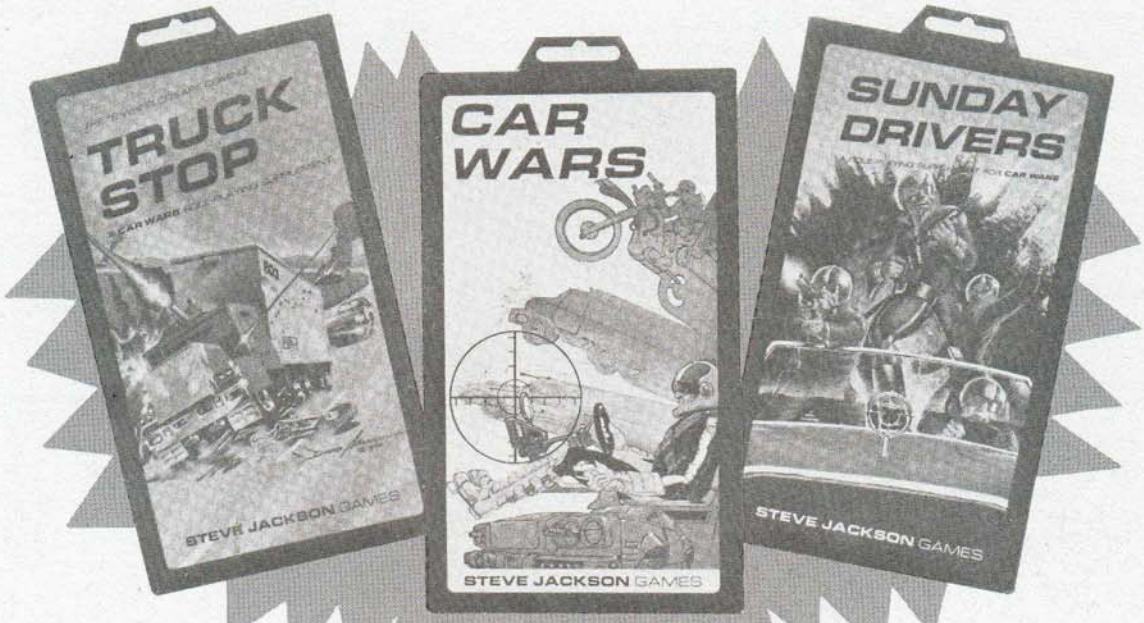
ACCESS BARCLAYCARD GAMING CLUB DISCOUNTS

WE ARE HERE

17/19 Crendon Street, High Wycombe, Bucks.

LEARN TO DRIVE...

The dangerous way



Car Wars is the game of car-to-car duels set on the motorways of the twenty-first century. Players turn ordinary cars into heavily-armed and armoured fighting vehicles, substituting soft seats and fancy paintwork for machine guns and smoke dispensers. Then they blast away to join the deadly craze of auto-duelling - battles to the death.
If a player character survives the motorway mayhem, his abilities will improve and he can become a Car Wars 'Ace'. Experienced auto-duellists accumulate money, too, with which to aquire new and more powerful vehicles. The advanced rules even allow players to design their own cars, trucks and motor-cycles.
Car Wars - look out for the game in the pocket-size box. £4.50

THERE ARE CAR WARS SUPPLEMENTS TOO:
SUNDAY DRIVERS:
A Car Wars role-playing supplement. Midville is a crazy town, the sidewalks are patrolled by trigger-happy pedestrian vigilantes, while the streets are the scene of clashes between Hells Angels, the local auto-duellists and the heavily armed police force.
Two scenarios are provided, playable with three to six duellists. Game componants include 160 full-colour counters rules and a large grid-map of Midville. (You will need the Car Wars rules to play).
£4.50, available from mid-April.

TRUCK STOP:
The role-playing supplement for Car Wars that provides the long-awaited movement and combat rules for the massive 18 wheeler trucks of the twenty-first century. A grid map of a fortified Truck Stop is also included along with thirty-seven full-colour counters representing the trucks and their wrecks. (You will need the Car Wars games rules to play).
COMING SOON

CAR WARS EXPANSION SET 1:
New rules, counters, road sections and a mini-scenario set on an auto-duel race track. **£2.95**

AUTO-DUEL QUARTERLY:
The Journal of the American Auto-duel Association, features scenarios, design strategy and articles by the designers of the Car Wars game. See this magazine at your local games shop, COMING SOON!

Car Wars is published by **Steve Jackson Games** and distributed in the UK by **Games Workshop Ltd.** The game and its supplements are available from better games shops everywhere, but in case of difficulty contact **Games Workshop's fast mail order service at 27/29 Sunbeam Road, London NW10 6JP.**

THE POISON DWARF GAMES

Mail Order only

30 LAKE STREET, LEIGHTON BUZZARD, BEDFORDSHIRE

Telephone: 0525 376600

SPECIAL INTRODUCTORY OFFERS

Role-playing Games
Dungeons and Dragons

Basic Set	£7.50
Basic Rulebook	£3.35
Expert Set	£7.50
Expert Rulebook	£3.35
Module B1	£3.00
Module B3	£3.25
Module B4	£3.25
Module X1	£3.25
Module X2	£3.25
Caverns of Thracia	£4.25
Verbosh	£4.25
Tegel Manor	£3.25
Spies of Lightelf	£3.25
Mines of Custalon	£2.50
Book of Treasure Maps—1	£2.50
Book of Treasure Maps—2	£4.25
Skulls to Scrapleggett Green	£3.00
Modron	£2.00
Gencon X1 Dungeons	£2.00
Thieves of Badabaskor	£1.65
Citadel of Fire	£1.65
Frontier Forts of Kelnore	£1.65
Under the Storm Giants Castle	£1.65
Sword of Hope	£1.65
Tower of Ulussion	£1.65
The Dragon Crown	£1.00

Tunnels and Trolls

Tunnels and Trolls—Boxed Set	£5.95
Tunnels and Trolls—Rule Book	£3.25
City of Terror	£3.25
Sea of Mystery	£2.00
Blue Frog Tavern	£2.00
Sewers of Oblivion	£2.50
Death Trap Equaliser	£3.00
Catacombs of Bear Gulf	£2.50
Naked Doom	£1.90
Sorcerer Solitaire	£1.90
Weirdworld	£1.90
Buffalo Castle	£1.90
Overkill	£1.90
Sword for Hire	£2.00
Labyrinthe	£1.90
Area of Khazan	£2.00
Beyond the Silver Pane	£2.50
Dargon's Dungeon	£2.50
Misty Wood	£2.00

Traveller

Deluxe Boxed Set	£7.50
Book 0: Intro to Traveller	£2.50
Book 4: Mercenary	£2.50
Book 5: High Guard	£2.50
Supplements 1 to 4 and 6 to 9	£1.95
Adventures 1 to 8	£1.95
Double Adven. 1 to 6	£1.95

Runequest

Boxed Rune Set	£7.50
Runequest Rulebook	£5.00
Cults of Prax	£5.00
Foes	£8.00
Cults of Terror	£6.50
Gateway Bestiary	£5.00
Plunder	£4.00
RuneMasters £4.00 Trollpak	£12.00

Runequest Scenarios

Questworld	£11.00

Runequest Boxed Figure Sets

Set 1: Humanoid Adventurers	£3.00
Set 2: Adventurers	£3.00
Set 3: Trolls	£3.00
Set 4: Broo	£3.00
Set 5: Dragonewts	£3.00
Set 6: Humanoids and Aldryami	£3.00
Set 7: Flying Creatures	£3.00

Judge Dredd Game and Books

Judge Dredd	£6.00
Judge Dredd Vol 1	£2.80

Other Games, Workshop Games

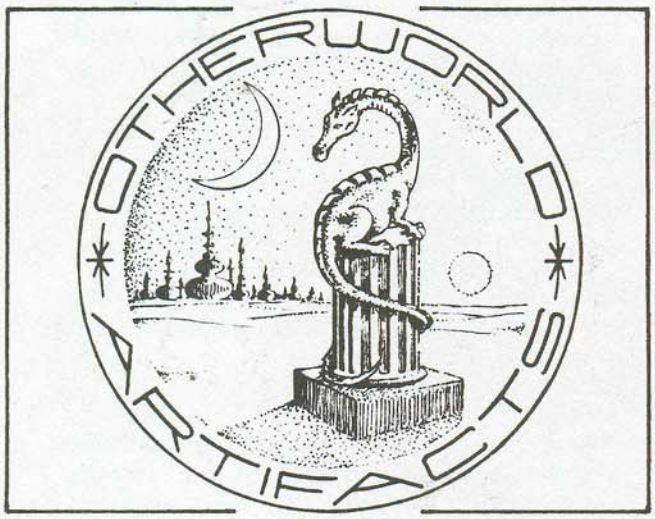
Apocalypse	£5.50
Doctor Who	£5.50
Valley of the Four Winds	£4.75
Warlock	£4.75
Quirks	£4.00
Quirks Expansion Kit 1	£3.00
Quirks Expansion Kit 2	£3.00

Plus lots of other items

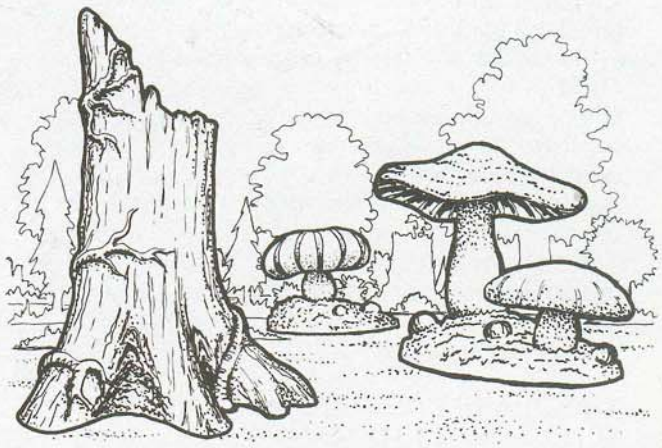
Mail Order: Please add 50p. to all orders for p. & p. in the U.K. (30% for overseas)

Cheques: Make payable to Micromail Ltd.

Catalogue: For our complete catalogue enclose a large SAE



Boxed Set No. 3: Woodland Adventure Setting



[Designed by C. J. Bulis B.A. (Architecture)]

25mm scale 3 Dimensional accessories for gaming and modelling. Cast from tinted crushed stone, easily overpainted as required. Pieces can be ordered individually from our illustrated list or as boxed sets:
Prices for boxed sets are:

Set 1 £7.95
Set 2 £5.80
Set 3 £6.95 All prices include postage and packing

If *two* or more sets are ordered, deduct £1 from the total.
For fully painted sets, add £1.50 per set.

Orders to: **Otherworld Artifacts, Westmount House, 49 Kingston Lane, Southwick, W. Sussex. 0273-595353.**
We make every effort to fulfil orders as soon as possible, but please allow up to 28 days for delivery. Overseas orders add 50% p&p.
SAE for individual items list.
TRADE ENQUIRIES WELCOME.

SET 1: 220 scale feet of polygonal stone walling sections (10 scale feet high), 3 opening doors, one straight and one spiral stone staircase and 2,975 scale sq. ft. of rough slab flooring pieces.

SET 2: 145 scale feet of cavern rock walling (av. ht. 10 scale feet), 80 ft of which has ledges (miniatures can actually stand on them), 3 free standing rock pieces and 2,975 scale sq. ft. of flooring pieces (a different selection to Set 1).
All flooring pieces have a 5 scale foot reference grid.

SET 3: 6 giant mushrooms with interchangeable heads. A large broken tree that comes in two pieces, that can be used together or seperately (the lower trunk is 15 scale ft. high, the top trunk 30 scale ft. long and can also be used as a natural 'bridge'). Two large rock and grass knolls that can be used to support the tree bridge. Included with these 3D pieces is a set of highly detailed cut-out-and-colour stand up card trees, shrubs, rocks etc. to create 'forced perspective' background scenary, and a sheet of coloured felt that can be marked with a playing grid for use with miniatures. **Set 4:** City Gates available soon.

The thinking magazine for adventure gamers is here.

From a minor hobby, adventure gaming in Britain has now grown into a major enthusiast activity with players of all ages enjoying the drama, excitement and interest that it provides.

Launching this month, the new IMAGINE™ magazine will provide not only a comprehensive reference point but also a dynamic introduction to the adventure gaming world.

IMAGINE™ magazine is a must for all gaming enthusiasts as a means of keeping in touch with their specialist field.

Its 48 pages will feature:

* Exclusive editorial features on all aspects of adventure gaming.
* New game scenarios and 'brief encounters' for you to introduce into your own game campaigns.
* Aids and supportive information for all types of adventure game systems.
* News and reviews on games introductions and activities within the hobby in Britain, the USA and around the world.
* Complete new adventure fiction from writers like Anne McCaffrey (author of the 'DRAGONQUEST' books).
* Personal views and comments from Gary Gygax and other leading personalities in the adventure gaming world.
* A forum for gamers to air their views.
* A running diary of forthcoming events.

Reserve your copy of the launch issue of IMAGINE™ magazine now with your local newsagent or gaming retailer.

SPECIAL SUBSCRIPTION OFFER

For a 12 months subscription, just complete in block caps and mail the coupon below, together with your cheque or postal order payable to TSR Hobbies (UK) Ltd. for the Special Subscription Price of £12.
(Normal Subscription Price, including postage would be £15.12, so you save £3.12)

IMAGINE™ MAGAZINE

To: TSR Hobbies (UK) Ltd The Mill Rathmore Rd Cambridge CB1 4AD

Please send me 12 months subscription to IMAGINE™ magazine

Signature .....

Name .....

Address .....

.....

I enclose my cheque/P.O. for £12.

IMAGINE™ magazine is published by TSR Hobbies (UK) Ltd The Mill Rathmore Road Cambridge CB1 4AD

Now available The New 1983 Citadel Catalogue

Our largest catalogue to date, packed with hundreds of illustrations and featuring helpful articles on painting and converting figures.

This 52 page edition features all of our current ranges plus further releases available in 1983.

Send SAE for full lists of all our new additions, or 50p and a large SAE with 20½p stamp for our catalogue to: **Citadel Miniatures, 10 Victoria Street, Newark, Notts.**

MAIL ORDER CHARGES: UK: Please add 50p p&p, (minimum 50p, post free over £10.00). OVERSEAS: Please add 50% p&p (£1.00 minimum). Please make cheques/P.O.'s payable to Games Workshop Ltd. All orders despatched within 7 days.

CITADEL MINIATURES

10 Victoria Street, Newark, Notts. Tel: 0636 77495

Citadel Miniatures U.S. Inc., P.O. Box 12352, Cincinnati, Ohio 45212
RAFM Company, P.O. Box 62, Paris, Ontario N3L 3E5, Canada

WHITE DWARF

Issue No 40 April 1983

EDITOR Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore, Dave Langford, Mike Costello, Bob McWilliams
PRODUCTION EDITOR: Albie Fiore
ART EDITOR Mary Common
PRODUCTION ARTIST: Liz Lindars
PASTE-UP ARTIST: Brian Cumming
COVER: Emmanuel
ILLUSTRATION Russ Nicholson, Alan Baker, John Blanche, Trevor Hammond
PHOTOGRAPHY: Liz Lindars
TYPESETTING: Sushma Solanki
ADVERTISING MANAGER: Clive Bailey
PUBLISHER: Games Workshop Ltd
Printed in England

All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Rd, London NW10 6JP.

FEATURES

Zen and the Art of Adventure Gaming *Dave Morris* 10
RuneQuest in Samurai Japan

The Dungeon-Master General *Alan E Paull* 12
Rules for Pitched Battle in *AD&D*

The Eagle Hunt *Marcus L Rowland* 19
An *AD&D* excursion into the assassin's stronghold

Assignment: Survey! *Andy Slack* 26
A new scoutship for *Traveller*

I have often wondered why I (and most other people too) like fantasy *and* science fiction. Their only common denominator is that they both create imaginary worlds. Personally, however, I prefer SF films and books to fantasy films yet I prefer fantasy RPGs to SF RPGs. But am I alone? I doubt it. The mass opinion (or collective consciousness as some might call it) seems to go along with my preferences when judged in sales terms. And I believe this opinion is being accentuated in RPGs. There is a current drift away from SF or is it that the new fantasy gamers far outnumber the new SF gamers? I'd like to know the current preferences of some of *White Dwarf's* long-established readers.

Ian Livingstone

DEPARTMENTS

Critical Mass *edited by Dave Langford* 15
A look at the latest Covenant book and others

Open Box 16
A look at some new games by independent reviewers

Letters 18
Readers' views, questions and comments

RuneRites *edited by Oliver Dickinson* 25
Trading as a skill in *RuneQuest*

Fiend Factory *edited by Albie Fiore* 28
Inhuman Gods Part II

Microview *edited by Mike Costello* 30
A comprehensive *RuneQuest* character generation program

Treasure Chest 32
A selection of magic items

News 33
What's happening in science fiction and fantasy gaming

Small Ads 34
Clubs, Help! and *Classifieds*

SUBSCRIPTIONS:
Please send and make remittance payable to: *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01 965 3713. *White Dwarf* is published monthly. Annual subscription rates are: **UK - £10.00; Europe - £17.00; USA - $45.00 (airmail); Other - £25.00 (airmail). BACK ISSUES** of *White Dwarf* Nos 27, 28,30-39 are still available at a cost of 75p+25p p&p each; Europe (air) & elsewhere (surface) £1.50 ($3.00); USA & elsewhere (air) £2.20 ($4.00).

SUBSCRIPTION NOTICE:
Please note your personal *subscription number* shown on the envelope address label. Please quote this number in all future correspondence regarding renewals, queries, etc. This subscription number is held on our computer files, and failure to quote it may result in delay when dealing with your query.

OVERSEAS DISTRIBUTORS:
USA: Hobby Game Distributors, 3215 W Lawrence Ave, Chicago, IL 60625.
Canada: RAFM Company, P O Box 62, Paris, Ontario, N3L 3E5.
Australia: Games Wholesale Co, 2 Cressall Rd, Balcatta 6021, Western Australia.
New Zealand: Blackwood Gayle Distributors, P O Box 28358, Auckland, New Zealand.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

All subject matter in *White Dwarf* is copyright of *Games Workshop Ltd*.
All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. ©*Games Workshop Ltd, 1983.*
Dungeons & Dragons® and *Advanced Dungeons & Dragons*® are registered trademarks of *TSR Hobbies Inc.*
RuneQuest™ is a registered trademark of *Chaosium Inc.*
Traveller™ is a registered trademark of *Games Designers' Workshop.*
Tunnels & Trolls™ is registered trademark of *Flying Buffalo Inc.*

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers. Display advertising rates and trade enquiries are available on request.

ZEN and the Art of Adventure Gaming

by Dave Morris

This article is intended as a basis for fantasy role-playing in feudal Japan (or as a method of introducing Japanese based skills into *RuneQuest*). I have used the *RuneQuest* system for this because it readily lends itself to such adaption - at least where melee is concerned. Magic is another matter.

Players all begin as young samurai. Thus, though they will often come into conflict (or alliance) with supernatural forces, they can use no magic of their own. Traditionally, only the great heroes of Japanese myth could summon supernatural aid; this is reflected by allowing players to acquire a patron *kami* (spirit) when they reach the equivalent of Rune Lord status.

The samurai were the warrior-caste of feudal Japan. Since there was constant strife between the various clans, a high premium was placed on martial prowess. The samurai developed a highly involved concept of duty (*giri*) and honour. Faced with dishonour, an ideal samurai would unhesitatingly perform the ritual self-annihilation known as *seppuku*. This was particularly the case if the samurai failed in his duty to his liege-lord.

Weapons & Skills

The swordsmith's craft was perhaps the highest of all the Japanese art forms. For sharpness, strength and beauty the *katana* surpasses any other sword in history. But the samurai used other weapons as well, and the ones mentioned here form just a partial listing.

Katana and **wakizashi**. The longsword and the companion sword (shortsword) were a samurai's principal weapons, given to him at the age of five. To have one's swords stolen and fail to regain them would be grounds for *seppuku*. The craftsmanship of these weapons was so good that a well-executed blow could cut an enemy completely in two!

The usual method of fighting was with katana alone, wielding it two-handed. Fighting with two swords together is a technique usually credited to the warrior Musashi, who in turn lifted it from the Portugese. Musashi was born a good century and a half later than the period we're talking about, but if players want to train in two-sword fighting then let them. Musashi needn't have been the first to think of it.

Tanto. The dagger.

Bow. *Kyujutsu*, or archery, was of tremendous importance to the samurai - particularly in the form of archery from horseback (*kyuba no michi*). Of all the martial techniques, it was perhaps the most heavily influenced by Zen.

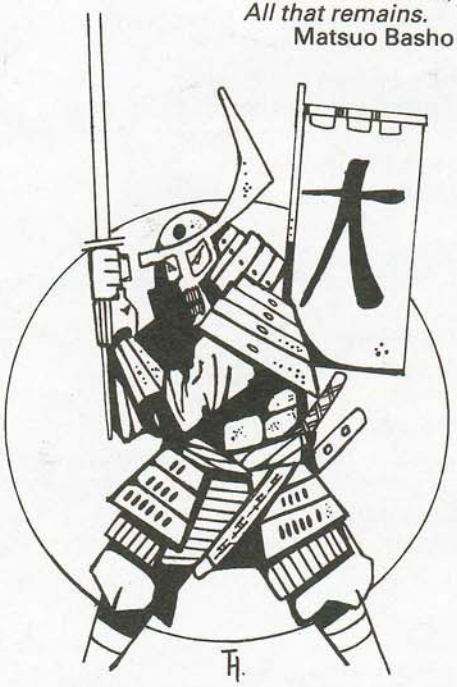
The Japanese bow was of composite construction, about 1.8 metres long. Arrows had bamboo shafts and iron heads, and were carried in quivers of five.

Naginata. This was a pole weapon comprising a scimitar-like blade some 80cm long mounted on a 1.0-1.5 metre shaft. It is sometimes referred to as a halberd, but this is quite wrong -if anything, it is more like an extremely long-handled sword. It could be swung with great speed and power and was an excellent weapon for the battlefield. In a confined space it was rather less useful.

Yari. A straightforward two-handed spear.

The comprehensive *RuneQuest* combat system is particularly suitable for a role-playing simulation of the martially orientated society of the feudal Japanese Samurai.

Summer grasses -
Of heroes' dreams,
All that remains.
Matsuo Basho



Staff. The *rokushaku bo* was a 2m staff of hard oak. Treat it as a staff as per *RuneQuest*. Mainly a weapon for the fighting monk.

Kumi-Uchi. Not a weapon but a skill - feudal age jujutsu, the samurai's grappling technique. It was *nothing like* modern karate: The rules for *kumi-uchi* are the same as for Grappling.

Although the theory was that a samurai should be an efficient killing machine with or without his weapons, in practice many placed their faith in their swords and neglected *kumi-uchi*. Players take note!

Kawashi. Dodging technique. This translates directly as Defense in *RuneQuest* terms. It wasn't much developed in feudal Japan, and this is represented by the long hours taken to learn it.

Iaijutsu. This is a special skill with special rules. *Iaijutsu* was the art of making a fast draw. A Master of this technique could draw his sword and cut in a single motion.

There are five levels of mastery of *iaijutsu*, and each level attained means that the character takes one less Strike Rank to ready his sword. To train in *iaijutsu*, a character must set aside at least a half hour from his training time each day. (See below.) After ten hours of such practice he attempts to roll his DEX x 5 as a percentage. If he's successful with this roll then he has attained the first level of mastery; if not, he gets to reroll each subsequent week of gametime. Once the first level of mastery is reached, twenty hours of practice are needed to qualify for the next - and the roll is now DEX x 4 as a percentage. Then a further *forty* hours for the next level, and so on.

Training

Not all samurai were fighters. Some, usually of the higher ranks, held administrative posts which left them little time spare for combat practice. But presupposing that players will want to be samurai of the more active and violent sort, they would typically spend most of their off-duty time practising one martial art or another.

Characters will start at the following initial abilties, adjusted according to their characteristics:

50% ability: *katana, wakizashi,* bow
25% ability: *tanto, kumi-uchi*
20% ability: *yari,* staff
10% ability: *naginata*

Unlike *RuneQuest,* training costs are not a problem. If the players begin in a castle or city there will be plenty of free instruction and sparring practice from more experienced samurai. So the Fighting Skills Training Table quotes training *times,* not costs.

Fighting Skills Training Table
Time (hours) for a 5% increase in ability

	05-25	*30-50*	*55-75*
Katana	-	100	200
Wakizashi	-	40	80
Bow	-	80	150
Tanto	10	30	60
Naginata	50	100	200
Yari	20	40	80
Staff	20	60	150
Kumi-uchi	20	50	120
Kawashi	150	300	450
Iaijutsu		(special)	

Duties and recreation will leave a samurai only about eight hours a day for training. Players can thus spend their training time as they see fit within this limit, as long as any technique they're studying has at least two hours devoted to it each day. *Iaijutsu* is the only exception to this rule. Also, until proficiency

with *katana, wakizashi* and bow has reached 75%, two hours minimum *must* be set aside for *each* of these techniques. A samurai wouldn't start to learn the fancy weapons until he could handle the basic ones.

Weapon Statistics Table

Weapon	*STR needed*	*DEX needed*	*Damage*	*HP*	*ENC*	*Length*	*SR*
Katana							
(two-handed)	9	9	1d10+1	*	1	0.8	3
(one-handed)	13	9	1d10				
Wakizashi	-	-	1d6+1	*	1	0.4	4
Bow**	9	11	1d8+1	-	2	-	-
Tanto	-	-	1d4+2	24	0	0.3	4
Naginata	9	10	2d6	20	2	2.0	0
Yari	8	7	1d8+1	15	2	1.8	1
Staff	7	9	1d8	15	2	1.8	1

**Hit points for these weapons are not really meaningful. Samurai did not batter away at one another's weapons. Even the magnificent* katana *could break, of course - but this happens if the weapon parries a critical hit, and not always then if the craftmanship is very fine.*
***The effective range is the same as the* RuneQuest *composite bow.*

Other Skills
Many samurai directed all their efforts into honing their combat skills, but some realised that there were other ways to serve their lord. These would train at Stealth, Perception and Manipulation, also, until they were as adept as any *ninja* untouchable. Such samurai occasionally were given secret missions by their lord, missions taking them deep into the heart of an enemy province to spy on the plans of rival lords.

Money
Samurai were not supposed to care much about money. In fact, they received their stipend not in terms of actual cash but in *koku*, which were large measures of rice. Outstanding service to the lord might result in extra grants of land, leading to an increase in the stipend. Since an average samurai could expect to receive about a hundred *koku* a year - some 2500 Lunars in *RuneQuest* terms - he would have no trouble in buying a few spare weapons.

Armour
Since armour was only worn for full-scale battles, it won't see much use in the average FRP campaign. The armour was of lamellar design, laced with leather. If used, treat it as light iron scale as per *RuneQuest*.

Helmets were usually open, and often discarded for close-quarters fighting. Higher ranking samurai sometimes used a full helm, with a fierce mask intended to terrify enemies . The trouble with this sort of helmet is that it restricted the vision such that the wearer could only concentrate on one opponent at a time.

Heroes and Kami
When the samurai reaches 100% ability in three fighting skills (which must include the use of the *katana* and the bow) and horsmanship, he qualifies as a Hero. At this point he may attempt to acquire a patron *kami* - much like the allied spirit of *RuneQuest*. The chance of this is the samurai's CHA x 5%. CHA is figured as in *RuneQuest* with the following modifications: CHA is increased by 1 point for every 20% increase over 70% ability in the use of the character's main weapon. Very cowardly or dishonourable actions are known to the *kami*, and may lower the samurai's effective CHA by 1-20 points as far as they are concerned. If this takes the effective CHA below 1 then the only *kami* prepared to take any notice of the character will be a demonic spirit which will use spirit combat with a view to possessing him!

Roll on the Allied Kami Table for the level of spirit summoned. The *kami* will usually inhabit the samurai's sword, or possibly his horse. It can then cast spells for him as needed. These spells can be selected at random, or the Referee may prefer to take an actual spirit or Deity from Japanese mythology and assign spells appropriate to the spirit's nature. Raiden, the demon-god of thunder, for example, would certainly be able to summon air elementals.

Allied Kami Table

D100	*Kami type*	*POW*	*INT*	*no of spells [battle]*	*[Rune]*
01-20	Lesser Spirit	3d6+3	3d6	INT x ½	1
21-60	Greater Spirit	3d6+6	3d6	INT x ¾	1d4
61-95	Spirit Lord	4d6+6	3d6	INT	2d4
96-99	Spirit Prince	5d6+6	3d6	INT	2d4+2
00	Deity	36	2d6+6	INT	10

Samurai Heroes can appeal for divine intervention, just like a Rune Lord. This intervention comes from Amaterasu, the Sun Goddess. The Referee should take note of the honour (or dishonour) of the character's past actions when rolling for POW loss!

Samurai who are Buddhists may also call on the various Buddhas (Amida, Kwannon, etc) for aid. No POW loss is involved, but the Buddhas will give guidance and advice rather than intervening directly.

Divine intervention cannot normally be used for resurrection. Any samurai who prized life so highly would be beneath the contempt of the lowest spirit. The exception is when a samurai has been killed through deceit and trickery, or when he has left a particularly noble task unfinished. Then he may be resurrected for the purpose of avenging his death, etc, but when his duty has been discharged he should perform *seppuku*.

Power
Since the players do not have personal access to magic, a special rule applies for POW increase. This is that a character is eligible for a POW gain roll when he successfully *resists* a hostile spell.

In *RuneQuest*, POW is also a measure of the character's luck. In Japanese myth, luck was determined by the sum total of all one's past incarnations, and this was called *karma*. The Referee should roll *karma* for each character *and keep a secret note of this*. Players should never know their character's exact KAR, though they may eventually begin to get a rough idea! Since no character with really bad KAR would be born a samurai, roll 1d12+8 for this characteristic. KAR is used for all luck-type rolls - whether you happen to have your mouth open when a demon breathes poison gas in your direction, and so on...

Campaign Notes
A certain amount of good role-playing is needed if a campaign of this sort is to be effective. Obsession with treasure (often a mark of the novice player) is totally inappropriate to the samurai ethic. The trick is for players to realise that they must substitute acquisition of *honour* in place of acquisition of treasure. The important thing is to fight bravely, never to appear a coward - the man who hangs uselessly back when his comrades are plunging into the fray has lost face and can expect no reward or thanks from his lord. If all this leads to real rivalry between the players as they vie for the honour of despatching some hated foe or of being the first into a battle, this is at it should be. Samurai were not gentlemen.

Greater honour brings a number of privileges - grants of land, retainers, and so on. The ultimate recognition is for the lord to declare a samurai *hatamoto*, or bannerman, indicating that he is a special favourite. A samurai who found a magic item or weapon would normally make a gift of it to his lord; in the case of a *hatamoto* samurai, the lord would insist that he keep it himself.

Since the name of the game is role-playing, of course, a player could choose to have a depraved character. He will care nothing for honour - though he'll go out of his way to convince his comrades and his lord that he does. In this case he suffers no penalties to CHA when trying to obtain a patron *kami* because, rather than being an upright samurai who has fallen short of the mark, he is actually a dedicated, thoroughgoing SOB, and some evil spirit somewhere will certainly take a shine to him. The villainous samurai must always take care to conceal his true nature, though, since if he is ever found out his lord will require him to perform *seppuku*.

Finally, there are a few books which will certainly be useful for those wishing to run a samurai campaign. Richard Storry's *The Way of the Samurai* makes a good Referee's manual, for the players' manual try Richard Lupoff's excellent fantasy *Sword of the Demon*, and 'monsters' can be culled from any one of several books of Japanese folklore.□

Dungeon Master General

by Alan E Paull

Pitched battles in D&D - a system of rules for large scale combat. Next issue: The Battle Tactics of non-human races.

As the clashes and cries of war echoed from the flanks of the battlefield, the men of the Regiment of the Town Guard, who formed a portion of the centre of the line, muttered nervously to each other, wondering when they would have their part of the day's bloody deeds. Before them stood brave Rollan their commander, a cleric and adviser to the High Priest, though he preferred actions to words.

Movements from across the narrow valley separating the foes caused renewed stirring in the ranks. The sun glinted from helms and lances as the enemy brought forward their heavy cavalry, the Consular Guard Regiment, who were eager to charge through the centre of the opposing line, so that they could plunder the lands beyond. A few words from Rollan stiffened his men's resolve, and the regiment became a hedge of spears. The horsemen trotted forward, pennons fluttering from their raised lances, and eased into a canter as the points came down ready to end the lives of the stalwart infantrymen. Then from the flanks of the imperilled spearmen came the soft smack of released bowstrings and a scattering of horses fell. Slowing to avoid confusion, the horsemen came on and met the line of spears. The longer reach of their lances gave the cavalry hope of success, but though Rollan's followers were hard-pressed, they stood their ground.

Suddenly yellow flame blossomed around Rollan himself and the courageous leader fell to the ground amongst a circle of scorched warriors. With cries of fear and pain men began to break and run from the rear ranks. The regiment recoiled like a wounded animal and the horsemen sensed their victory. At this moment the High Priest and his entourage were returning from the fighting at the wings of the field, and with great fortitude rushed to help their comrades. At once Pashta, a lady of healing, flung herself to Rollan's side to use her magic to cure his hurt, while the High Priest called out to his gods to support his warriors in body and spirit. Still the Regiment shrank back before the cavalry onslaught.

Though blackened and scorched by fire Rollan stood up amidst the melee and called upon his fearful men to stop their retreat and to return to the fray. His loyal men heard his shouts and were heartened by the favour of their gods. The disordered retreat was stopped and the spearmen swung to face the disconcerted enemy.

Pitched battles in *AD&D* usually occur off-stage. As the *AD&D* combat system is designed for engagements between individuals or small groups, the GM has to discourage player characters from taking part in battles, or has to represent their involvement in a somewhat abstract form. This article should give the GM the opportunity to take the bull by the horns - let them have a tast of *real* war!

The games master has to make certain assumptions about a pitched battle, to make it possible to run the game smoothly. The majority of individuals in the ranks of the armies can be assumed to be low level soldiers (level 0 or 1), though they can be humans, orcs, goblins, or whatever. Some will be special types, for which special rules are needed. The second assumption is that player characters are not run-of-the-mill people, and will stand out against a background of ordinary soldiers. Similarly, certain NPCs will have the same role, acting as leaders of the troops or as champions. For reasons of vulnerability magic-users would be rare in pitched battles (would you like to be shot at by a regiment of archers if you had AC10?), and so would thieves, but fighting men, clerics, and similar subclasses would be common.

Representation of Military Groups

A simple way to represent the military group (which for convenience I will call a 'regiment') is to cut out rectangles from a piece of card, each rectangle being one regiment. The crucial factor is the frontage of each regiment relative to other regiments, rather than any particular ground scale. You do not have to calculate the actual ground scale used, though you should have a very rough idea. To calculate the frontage of any particular regiment and therefore the width of the piece of card, choose an arbitrary sized frontage for a 'unit', say, 1cm or 1 inch, with a ground scale of roughly 25 yards. Work out the numbers of the different troop-types who would fight in a

unit with this frontage, bearing in mind that infantry will be deep formations (ie with many ranks), while cavalry will have only two or three ranks. The following are recommendations for the numerical strengths of units of this standard frontage by racial type: 30 horse cavalry; 200 human, orchish, dwarven or elven infantry; 300 goblin infantry; 75 goblin 'wolf' cavalry; 400 kobold infantry; 50 ogrish infantry; 20 hill giantish infantry and 1 large dragon!

A regiment will consist of several of these units. For example, a regiment of cavalry 450 strong might be represented as 3 strips of card (squadrons) each with a frontage of 5cms and each consisting of 5 units; a regiment of kobolds on the other hand might be just one short strip of 4cms representing 1600 kobolds!

Battlefield Capability

Each regiment should have a combat rating and movement rating assigned it. The actual movement rate of the troops on the ground is not important; what is important is the speed compared with that of other troop types. I use a standard rate of 3 for infantry, 5 for cavalry, with appropriate adjustments for race (eg elves are faster than humans or dwarves), so a basic infantry unit moves 3 inches per turn (or double if using a large table), cavalry can add 2 if charging and fleeing units will move much faster. Movement during play can be kept deliberately vague, because the battle enacted is not a simulation which requires historical accuracy, but a fantasy creation of the games master. So long as the action flows along in a believable way a couple of inches here or there does not matter.

Combat ratings should reflect numerical strength, the tactical strengths and weaknesses of the particular troop-type and that nebulous term, 'quality'. Cavalry should have higher ratings than infantry, and special troops, such as giants will be stronger still. Table 1 gives some examples.

The combat rating of one unit multiplied by the number of units is the regiment's combat rating. For example, a unit from our regiment of cavalry could have a combat rating of 6 (1 being bad light cavalry, 8 virtually unstoppable knights), which gives each squadron strip a rating of 6 times 5 = 30, and the whole regiment 3 times 30 = 90. For comparison a unit from the kobold regiment might be 3 (reflecting much less hitting power), giving the regiment a combat rating of 3 times 4 = 12. If this comparison seems a little questionable, remember that each horseman will get 3 attacks - 2 for hooves and one for a weapon, all of which are quite likely to lay low a kobold.

Missile-firing troops will have two combat ratings. The first is for hand-to-hand combat, in which they would be comparatively weak; the second for missiles. Being less encumbered with armour, movement rates should be faster than ordinary infantry. With units of one inch frontage the range of bows is about 6 inches, and crossbows about 5 inches. Javelins and spears have only a 2 inch range. Missile-firing uses the same combat table as for hand-to-hand combat, but all results except D1, D2, D3 and DE should be ignored. Archers can shoot over friendly units using arced fire, but other missile-firing troops cannot.

The games master should note on the card-strips (underneath if the information is to be concealed from the players) the effectiveness of the regiment and also a single unit of the regiment. During play the regiments should normally remain whole, which makes moving them quick and easy, though they can be broken down if lines are drawn on the strips to divide them into individual units. Casualties and detachments are simply removed with a pair of scissors.

Player characters on the battlefield

It can be assumed that some player characters will want to fight with one regiment or another of one of the armies. Figures or counters representing these player characters can be placed with the appropriate regiments, selected by the player, or perhaps by the commander of the army. The player can choose either to fight or to stand behind the line. If the former, then he or she will be sought out by enemy champions and leaders, because player characters will stand out from the common soldiery. A powerful player character will almost always fight powerful enemies if possible, rather than common soldiers. Such fights should be considered as one-to-one or small group melees, and resolved using the normal *AD&D* combat system, with the lines of battle bending round the champions, as common soldiers usually have no desire to fight champions. The games master should remember that even champions have a healthy respect for the security of their innards, so sorely wounded NPC champions and leaders will normally prefer to retire hurt rather than fight to the death.

Successful champions - those who drive off or kill opposing champions - will add one to the regiment's morale and also add one to the regiment's combat die for the turn. Conversely, unsuccessful champions, who are driven off or slain, will reduce morale by one, and leave the combat die roll unaltered. A champion or leader behind his troops will have no effect unless he or she has a particularly high charisma (16+ will give +1 to morale).

Spells - even though the areas of effect of spells are usually very limited, their effect on morale and organisation can be great - for instance, a couple of *stinking clouds* might well break up a cavalry charge. The effects of some spells are listed in Table 2. Spells are most effective when used against enemy champions and leaders. Most troops tend to get discouraged if their leader is *fireballed*! Spell effects on single targets or small groups should be worked out according to the normal *AD&D* rules.

The effects of spells on the morale of troops will of course vary according to the type of troops and their previous experience of magic. The effects listed in Table 2 would be those on soldiers up to 1½ hit dice who have heard of magic and so know something of what it might do, but have not yet experienced it. Troops who know a lot about magical attacks and who have experience of them would need a double dose of the spell for the full effect of the attack to occur. Creatures with many hit dice should have a saving throw by regiment where appropriate, or could even be indifferent (for example, one *sleep* spell would scarcely upset a regiment of ogres, but a *fireball* might do the trick). As *AD&D* is a fantasy game with magic as an essential element, the effect of magic should be exaggerated, if anything, to prevent stagnation of the game into an ordinary medieval or classical battle - the games master should emphasise the fantasy element rather than making it a simulation.

How to run a Battle

It is not strictly necessary to develop a complicated combat system for a pitched battle. I use the following procedure:

Gameturn

1. Both armies move simultaneously.
2. Missile fire occurs simultaneously.
3. Regiments from Army A attack adjacent regiments from Army B, if desired.
4. Regiments from Army B attack adjacent regiments from Army A, if desired.
5. Remove losses and calculate morale changes.

The combat results table and the morale table give further details. Player character involvement can be slotted in at the appropriate moments.

Any attempt to *play* the battle while games mastering for the players at the same time is liable to end in periods of confusion and periods of boredom, as the games master acts as both commanders-in-chief and decides on the manoeuvres of the opposing forces. The best way to solve this problem is to draw up a concise plan of the course of the battle, starting with the initial deployment and writing down what each regiment will do at each stage; in fact, to play the battle first without the involvement of player characters, or , if particularly powerful player characters are involved, to play it as if they were NPCs. You will be able to refer to your plan at crucial points.

The battle plan should be quite detailed, marking movements during each turn in each part of the field. It is helpful to divide the field of battle into left flank, centre and right flank, and to divide a sheet of paper into three, a column for each section. Combat results and critical morale ratings [see below] should be carefully noted, so that the effect of player character actions can be determined. During the game you will then have to note only those events which alter your basic description, and you will not be forced to make hurried decisions during play. You may even find that the player characters only come into their own towards the end of the battle during the decisive moments, as true heroes should.

The cardboard regiments should be placed straight onto a table-top or playing board - there is no real need for hex or graph paper, as all movement can be carried out quickly using a ruler. Flexibility and rapidity of play should be favoured rather than accuracy.

Morale ratings of regiments can be quite crucial, so the games master will need to keep a note of changes on his Order of Battle sheet. Morale ratings initially range from 1 (poor) to 10 (unshakeably confident), with 5 being the average. During the battle they will go up or down depending on fluctuations▷

▷in the fighting. If a regiment is attacked, first roll on the *morale change* table for the random element involved, then consult the list of occurences and their effects, but remember that magic will also alter morale. See Table 3 for details. Pitched battles demand a high degree of organisation from the games master and a lot of flexibility during play.□

Extract from the Battle of Demon Ridge - How it was done

The Line-up:

	Regiment	*Combat rating*	*Movement*	*No of units*	*Initial Morale*
Forces of Good:	Town Guard	9	3	3	4
	Archers	2-10	4	2	8
Forces of Evil:	Consular Guards	24	5	4	6

Turn 1

As the cavalry charges, the Archers shoot at them; 10 vs 24 is 1:3; result: D1 - the cavalry are forced to slow (ie cannot charge home). The cavalry attack the infantry; 18 vs 9 is 2:1; result: Eng (NB: The infantry do not opt to attack the cavalry - see the 1:2 column of the CRT). Morale: The infantry regiment rolls '2' on the Morale Change table; plus 1 for Rollan's 16 Charisma; plus 1 'supported on both flanks'; minus 1 'attacked by 2:1 strength', so morale remains at 4 (still good). The cavalry rolls a '3' and its morale goes down to 5, but is still good.

Turn 2

No movement. No missile fire into melee. Cavalry attacks at 2:1 again; result: Eng. A *fireball* spell from an *invisible* magic-user hits the infantry regiment; attack at 2:1 result: D1; also Rollan is almost killed. Morale: The infantry rolls '5' on the Morale Change table giving an initial total of 5; plus 1 'supported on both flanks', minus 1 for one unit lost, minus 1 'attacked by 2:1 strength', minus 2 'leader killed' (seemingly), minus 2 *fireballed* = 0; the infantry must retreat in bad order. The cavalry are unaffected.

Turn 3

Infantry retreats in bad order; cavalry follows up and attacks. High Priest casts *prayer* spell (-1 from attackers combat die roll and morale) and Pashta casts *cure light wounds* on Rollan and then casts *chant* (effect as *prayer*). The cavalry attacks 3:1 (18 vs 6) and rolls a 4; minus 1 for the *prayer* and *chant* = 2; result: Eng. Morale: The infantry rolls '3' on the Morale Change table giving an initial total of 0; plus 1 'supported on both flanks', plus 2 for the *prayer* and *chant*, plus 1 for the C-in-C, plus 1 for Rollan's Charisma, minus 2 'attacked by 3:1 strength' = 3, morale good! The cavalry rolls '2' on the Morale Change table giving an initial total of 4; plus 1 'enemy regiment forced to retreat', minus 2 for the *prayer* and *chant* = 3, morale also good. The fight continues.

Table 2 - Some spell effects on troops

Character class	*Spell*	*Effect*
Cleric	Bless	+1 morale for one unit for one turn.
	Chant	+1 morale & combat dice for one regiment & -1 for attacking enemy regiment, as long as cleric is stationary.
	Prayer	as *chant*, but lasts for one turn, and caster is free to act after casting.
	Protection from Evil, 10' radius	-1 from attacking enemy regiment's combat dice for one turn.
	Flame Strike	Attack one unit on 2:1 column, as missile fire. Target regiment also -1 morale.
	Insect Plague	Attack all regiments in area of effect on 1:1 column, as missile fire. Also -2 morale.
Magic-user	Sleep	Decrease enemy regiment's combat rating by 10% per spell for 1 turn. Also -1 morale.
	Darkness 15' radius	-1 morale for 2 turns.
	Pyrotechnics	-1 morale for 1 turn.
	Stinking Cloud	Decrease enemy regiment's combat rating by 20% per spell for 2 turns. Also -1 morale.
	Fireball	As *flame strike*, but -2 morale.
	Lightning Bolt	If fired from flank of target, attack on 3:1 column, as missile fire. If from front, 1:1. Also -2 morale.
	Phantasmal Force	Effects vary.
	Confusion	Target regiment gets a saving throw: 1. Fail = D1 & -4 morale. 2. Succeed = -2 morale.
	Fear	Target regiment gets a saving throw: 1. Fail = Rout. 2. Succeed = -2 morale.
	Ice Storm	Attack on 4:1 column, as missile fire. Also -1 morale.

Table 1 - Some examples of regiments

Troop Type	*Regiment's Numerical Strength*	*No of Units*	*Unit Combat Rating*	*Regiment Combat Rating*	*Movement Rating*	*Notes*
Human cavalry	450	15	6	90	5	Heavy cavalry.
Goblin 'wolf' cavalry	600	8	6	48	6	
Human Infantry	1200	6	4	24	3	Average Professionals.
Peasantry	1200	6	1	6	3	Conscripts.
Peasantry	1200	6	3	18	3	Well-drilled.
Barbarians	1000	8	4	32	4	Difficult to control.
Elven infantry	1000	5	5	25	4	
Dwarven infantry	1000	5	5	25	3	
Orcish infantry	1200	6	4	24	4	
Goblin infantry	1800	6	3	18	3	
Kobold infantry	2000	5	3	15	3	
Ogrish infantry	400	8	7	56	4	
Hill Giant infantry	140	7	8	56	5	
Human archers	500	5	1-5	5-25	4	
Human crossbowmen	500	5	2-4	10-20	4	
Elven archers	500	5	2-6	10-20	5	
1 large dragon	1	1	10	10	4/12	+ special

Table -3 Morale Change Table

Die Roll	*Effect on Regiment's Morale*
1	-2
2	-1
3/4	0
5	+1
6	+2

Morale Die Modifiers

+1 for:

Enemy regiment forced to retreat in last 4 turns.
Attacking from flank or rear.
Leader/champion defeats enemy leader/champion.
Supported on both flanks.
Commander-in-chief with regiment.

+2 for:

Enemy regiment routed in last 4 turns.

-1 for:

Forced to retreat in last 4 turns.
Attacked from flank.
Leader/champion retreats.
Friendly regiment to front or flanks retreats or routs.
Attacked by 2:1 strength.
Each unit lost in the current turn.
Additional -1 if 50% or more units lost during the battle.

-2 for:

Routed, then rallied.
Attacked from rear.
Attacked from air.
Leader/champion killed.
Attacked by 3:1 strength or more.

Morale Results

Morale Number after adjustments	*Effects*
3	Morale good.
2	Will not advance; if attacked will retire.
1	Retire in good order, facing the enemy.
0	Retreat in bad order, backs to the enemy.
-1	½ retreat as above, ½ rout, discarding weapons.
-2	All rout; if no escape route, surrender.

NB: Leaders may rally routing troops on a die roll of 5 or 6 (on 1d6).

Table 4 - Combat Results Table

Die Roll after adjustments	*Odds - Attacker v Defender (rounded in Defender's favour)* 1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1
-2	AE	AE	AE	AE	AE	A2	A2	A2	1
-1	AE	AE	AE	A3	A2	A2	A2	A1	A1/D1
0	AE	AE	A2	A2	A2	A1	A1	A1/D1	Eng
1	AE	A2	A2	A2	A1	A1	A1/D1	Eng	Eng
2	A2	A2	A1	A1	A1/D1	A1/D1	Eng	Eng	A1/D1
3	A2	A1	A1/D1	Eng	Eng	Eng	Eng	D1/A1	D1
4	A1	A1/D1	Eng	Eng	Eng	Eng	D1/A1	D1	D2
5	A1/D1	Eng	Eng	D1/A1	D1/A1	D1	D1	D2	D2
6	Eng	Eng	D1/A1	D1	D1	D2	D2	D2	DE
7	Eng	D1/A1	D1	D1	D2	D2	D2	DE	DE
8	D1/A1	D1	D2	D2	D2	D3	DE	DE	DE
9	D1	D2	D2	D2	DE	DE	DE	DE	DE

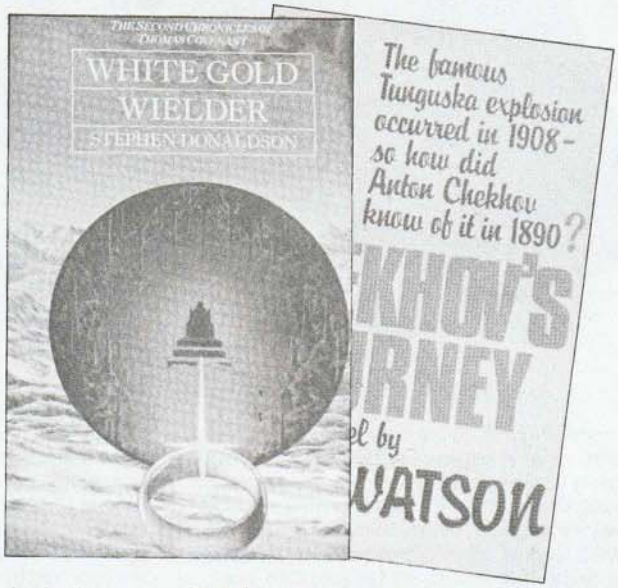
Explanations:
AE - attacking regiment eliminated.
A3 - attacking regiment loses 3 units.
A2 - attacking regiment loses 2 units.
A1 - attacking regiment loses 1 unit.
A1/D1 and D1/A1 - attacking regiment loses 1 unit and defending regiment loses 1 unit.
D1 - defending regiment loses 1 unit.
D2 - defending regiment loses 2 units.
D3 - defending regiment loses 3 units.
DE - defending regiment eliminated.
Eng - no losses; the fight continues, unless one side withdraws and the other does not pursue.

Units using missile fire should consult the above table and ignore all results except D1, D2, D3 and DE.

Table 5 - Terrain Effects Table

	Movement	*Combat*
Clear	No effect.	No effect.
Woods	Non-elvish horse cavalry prohibited, non-elvish infantry slowed by 1pt.	All units except elves lose 1pt. No missile fire into woods.
Hills	Movement up slopes is slowed by 1pt.	Height advantage gains 1pt in melee.
Buildings	No effect.	Defenders combat rating doubled.
Streams	Units crossing are slowed by 2pts.	Attacking across a stream loses 1pt in melee.
Rivers	Impassable except at bridges.	Bridge defender's combat rating doubled.

Covenant Revisited



Critical Mass *is a regular column reviewing sf and fantasy books, edited by Dave Langford. This issue Dave looks at* White Gold Wielder, Chekhov's Journey, Run to the Stars *and some recent US releases.*

Bulking hugely on my desk is the latest doorstop blockbuster from Stephen Donaldson, *White Gold Wielder* (Collins 509pp £8.95), the sixth book of *Thomas Covenant the Unbeliever* and possibly - as the third was supposed to be - the last. That's nearly 3000 pages of unremitting Covenant now, folks.

I have mixed feelings about the books. As anti-heroic fantasy they're descendants of Moorcock's Elric saga... but while Elric does all the routine fantasy-hero things with just that extra twist of guilt or betrayal, Covenant is utterly riddled with guilt, self-doubt and sheer disbelief in the fantasy world that needs him. In the first trilogy this left him powerful but ineffectual, as if forced to play a high-level character in a role-playing game he couldn't take seriously; the second trilogy sees him *too* powerful to be effective, as if playing a game which he now takes seriously but in which the merest twitch of his littlest finger is liable to smash the world, trample the playing board and burn the pieces.

All the books involve long, long Quests, sometimes featuring nice creations (the Sandhold and Sandgorgons of *The One Tree*; the ice-monsters in this book) but mainly serving to delay the final confrontation with arch-baddie Lord Foul, in which Donaldson juggles with power, rejection, sacrifice, apotheosis and defeat. Here, as before, the coin of defeat is glibly turned over to reveal a mixed victory for the good guys - a little too glibly, perhaps.

Donaldson's convoluted approach to fantasy is original and welcome, though Covenant's endless tortured dilemmas can pall. A further annoyance is the diction, clumsily erudite as ever. *Hurled like a jerid... he made his preterite way... argute with concentration... beneficent mansuetude... analystic refulgence...* argh! If only some editor had cleaned out this nonsense and trimmed the book to liftable size.

By contrast, Ian Watson's new SF novel *Chekhov's Journey* (Gollancz 183pp £7.95) is a straightforward, stripped-down work which does its stuff in minimal space. Not that the fiendishly clever Watson can be called straightforward. We begin with playwright Anton Chekhov's real-life 1890 journey across Siberia; this Chekhov, though, is a simulated personality induced by 'hypnotic reincarnation' in an actor from the 1990 Soviet film unit producing their documentary *Chekhov's Journey*. But simulated-Chekhov disgresses into investigation of the mysterious 1888 Tunguska explosion, causing concern in 1990 owing to the fact that the Tunguska event didn't happen until 1908: they coax the hypnotic subject 'forward' in time, only for him to announce that he's Captain Anton Astrov aboard the doomed Soviet timeship plunging back from 2090 on collision course with Siberia in 1908...

There are good twists in this neatly executed story, which is as 'conventional' a reality-bending yarn as Watson has written. Lacking the vaulting ambition of his *God's World* or the outrageousness of the recent *Deathhunter*, it's good entertainment with some philosophical bite.

Run to the Stars by Mike Scott Rohan (Arrow 295pp £1.95) is a first novel in the best tradition of 'hard' SF. A convincingly run-down and bureaucratic Earth is failing to meet the challenge of space, despite interesting hardware like the Infall space-drive (another version of SF's Amazing Doubletalk Drive, here is a limited form of gravity control which is wisely not described in detail), antimatter-powered probes and a very nifty relativistic weapon which some years ago I shamelessly plagiarized in my own *War in 2080: The Future of Military Technology*. The problem is for the tough hero to outwit the corrupt Earth government, save at least one world, escape on a colony ship to somewhere fresh and unexploited, and get the girl. Rohan avoids the common pitfall of having the hero do too much single-handed or achieve all these objectives while smelling of roses: scraps salvaged from defeat are more convincing than easy victory. Though slow-moving to begin with, and relying on a truly boggling coincidence at the climax, this is a superior SF adventure from an author I know well (bias declared) and whom I hate for getting a fanletter from Ursula Le Guin on his first published story.

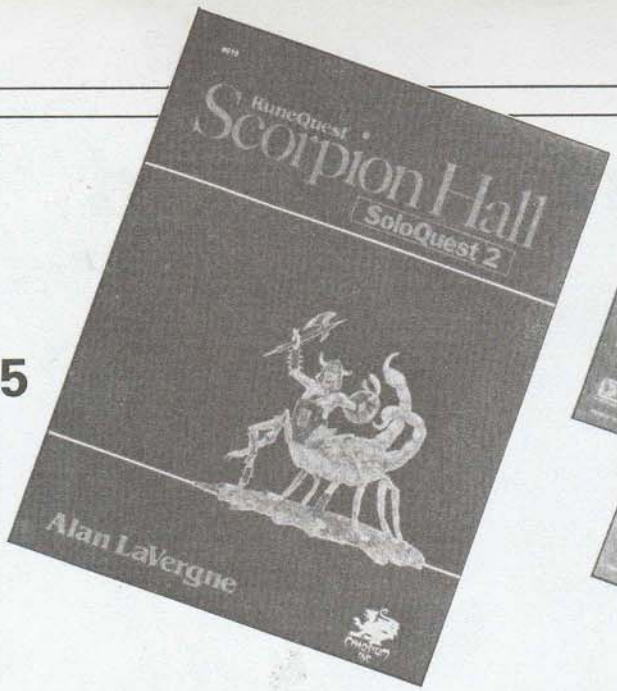
Sometimes review copies arrive all the way from America - books which may never be printed here. *Starblaze Editions*, for example, do a nice-looking line of large format ('trade') paperbacks which you can find in SF/fantasy specialist bookshops.

Myth Directions by Robert Asprin (Starblaze 169pp $5.95) is the third in a series of light, humorous fantasies featuring a semi-skilled young magician who's apprenticed to a 'demon' from the world Perv (who is therefore called a Pervert, which amuses the author greatly and frequently). There's remarkably little successful humour in SF and apparently even less in fantasy: the classic example is L Sprague de Camp's and Fletcher Pratt's *Incomplete Enchanter* series. Even this frequently sacrifices humour to fantasy conventions in well-justified fear that too much slapstick may spoil readers' belief in the book's fantasy world.

Asprin isn't as good a writer as de Camp or Pratt, and his previous effort *Myth Conceptions* was frequently pretty dire, with overdone anachronistic humour spoiling the effect exactly as suggested above. An 'inn' described in painful detail is a modern fast-food place from its description, etc. But this time the humour is milder and better, though occasionally it can be a bit hard to take the sheer cretinousness required from every character in order to make the plot work. (To make people simultaneously believeable and as thick as this requires the talents of P G Wodehouse or somebody.) It's a harmless and quite likeable little book, an undemanding fantasy romp: Asprin does seem to be improving.

Since we're in *White Dwarf* you may be curious about games possibilities. An Asprin-based game would resemble many other simply fantasy games - there's one already, based on his and others' *Thieves' World* series - though the element of humour is specially difficult to translate into game form. Rohan's book would be fun as the base of a 'realistic' interstellar war game, with relativistic weapons of appalling power creeping for years between their targets (speed-of-light limitation) while bureaucratic double-dealers confuse the issue with complex cover-ups. The *Chekhov's Journey* game might feature players trying to tip the balance towards their preferred reality, with the Tunguska explosion happening in 1908, or 1888, or - your objective if you're playing the part of Captain Astrov - not at all! And in a Thomas Covenant game the players (if they could be persuaded to believe in the game at all) would presumably stagger from defeat to glorious defeat, amassing huge scores for Agony, Remorse, Bitterness, Humiliation and Dictionary-Swallowing, until one of them reaches the stage of Utter Downfall - which by Donaldson's rules generally means victory.□

In Open Box, *science fiction and fantasy games and rulebooks are reviewed.*



SOLOQUEST 2: Scorpion Hall Chaosium Inc £4.95

Here is Alan LaVergne's second contribution to the art of solitaire adventuring (a third is to be found in the *Questworld* pack). It consists of a single medium-sized complex, a castle built by trolls but now occupied by scorpion people (among others), but is not intended to be cleared by one character in a single adventure. Sooner or later the first investigator will come to grief or retreat, and the scenario is so designed that the next comer will find things changed, and that as the earliest encounters are used up more formidable ones take their place. Thus, in the first unavoidable encounter as the character approaches through the forest, with a scorpion man hunter/scout, killing the scorpion man will mean that the next time a tougher scorpion man is met, by this or another character, if the scorpion man wins, it has a chance to improve its spell knowledge by ceremonially eating the victim as well as the usual experience roll for skills successfully used. The gear and possessions of dead adventurers will also be collected by occupants of the castle, to be available as potential loot for later visitors.

Of course, loot and the opportunity to kill Chaos are the attractions. The only slight note of unreality is in the supposition that anyone should be so foolhardy as to approach a haunt of such dangerous creatures singlehanded, and that once its existence became known the castle would not be taken out by a Storm Bull raid in short order. But these are not insuperable objections to incorporating the adventure into the career of your favourite character; in fact, a single fairly experienced adventurer with several 50-75% skills can do quite well, and a Storm Bull Initiate I rolled up for the purpose survived three successive visits, though retiring early and hurt each time (it seems assumed that you make it back to your camp, located 2 hours' travel away, without difficulty). Considerable care has been taken over working out the possible courses of action for the adventurer and the NPCs encountered, and the encounters and other events are extremely varied, including several types of 'monster' new to *RQ* and interesting additions to the stock. The layout is good, with only a few minor blemishes and misprints in the US edition. These have been corrected in the UK edition. The width of the doors is not stated, nor is their position in relation to the rooms entered by them always made absolutely clear. There are also points on which one might wish to disagree with the author: why cannot a character carry a bow, or at least a sling, at the ready in the forest (p9), or could not a crossbow successfully damage the creature in 90, even at such close range? One might also wonder why, on occasion, creatures in neighbouring rooms do not come to help, or at least investigate, while you are in melee; a solitaire player cannot bring them in, as he or she will not know they're there. But there is nothing that a good GM or alert player could not pick up or decide upon, so far as I can see, and in general this should score highly on playability and enjoyment, allows some scope for role-playing (including that of the NPCs, if you are playing solitaire), and offers a reasonable degree of complexity.

Overall: 8 **Oliver Dickinson**

DUNGEON MODULES

C1 The Hidden Shrine Of Tamoachan	**£3.95**
C2 The Ghost Tower Of Inverness	**£2.95**
S2 White Plume Mountain	**£2.50**
I1 Dwellers Of The Forbidden City	**£3.50**

TSR

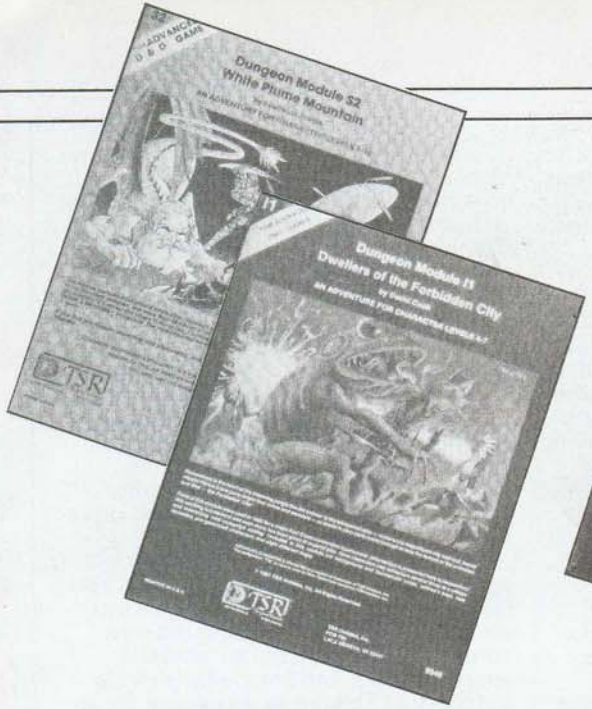
The *Hidden Shrine Of Tamoachan* has a very Central and South American flavour. Deep in the heart of a tropical jungle lies a stepped pyramid - the *Hidden Shrine of Tamoachan*. Inspiration for the setting comes from Aztec and Mayan culture and mythology. The room descriptions portray this very well and the accompanying booklet of black and white illustrations enhance the atmosphere even more. Treasures, while historically accurate, tend to be skimpy. DMs running this as part of a campaign will need to increase the treasure's total value to make exploration worthwhile for players. Although recommended for 5th-7th level characters, most 5th level ones (excepting fighters) are going to have a very hard time as the shrine eats into hit points very quickly. A more realistic appraisal would be 6th-8th levels, giving players a reasonable chance of success providing they think and act fast. Otherwise this is an enjoyable and colourful adventure for medium level characters.

The Ghost Tower of Inverness is a thought provoking adventure for characters of 5th-7th level, though higher levels are recommended if the party does not contain eight to ten characters. Players are sent on a quest for the fabled Soul Gem, a legendary artifact of great power. Encounters in the tower are interesting and increase in intensity the nearer players get to their goal. The last encounter is likely to have players sweating in their seats as they struggle to overcome the final obstacle between them and their goal!

In *S1* the players enter *White Plume Mountain* to recover three powerful magic weapons stolen by the wizard Keraptis (who happens to be a lousy poet!) This 5th-10th level adventure has many interesting problems for players to overcome and as part of the S series it lays emphasis on problem solving than the C modules, but compared to *S1 Tomb of Horrors* it's quite lenient. The wrong decision will not necessarily kill players but will leave them very frustrated. Keraptis' tests are designed to stretch a party to the limits, not to deal death at every opportunity.

As well as producing exceptional adventures *TSR* are also capable of turning out very mundane ones. *Dwellers of the Forbidden City* is one of these. It shows signs of being thrown together and generally lacks any real cohesion although the introduction would lead you to believe otherwise. It's designed for characters of 4th-7th level and the cover proclaims that parts of it were used for tournament play. The tournament section deals with getting into the city and the rest of the module seems to have been tacked onto this. The overlords of the city are dealt with in some detail in the monster descriptions but only appear a few times in encounters and their lair is not even covered. To give the module its due it does offer a mini-campaign setting and many ideas of how to expand it. Any DMs using it, however, are going to have to put in a lot of work to make it more than just a series of encounters and if you're prepared to this you may as well design your own from scratch!

C1, C2 and *S2* will primarily appeal to players who like mental challenges. Players used to hacking and slaying their way through adventures are either going to get very bored or very dead, possibly both! If your players enjoy solving problems then these three modules are well worth the money, they differ in the problems they present and provide many excellent ideas for further adven-



tures. With these three modules plus the many other good ones available *I1* is just not worth considering. One expects quality from TSR, not encounters hastily thrown together and only tenuously linked.

	C1	C2	S1	I1
Presentation	9	8	8	8
Playability	9	9	9	5
Enjoyment	9	8	9	5
Skill	8	8	9	6
Complexity	7	7	7	6
Overall	8	8	8	5

Jim Bambra

ILLUMINATI
Steve Jackson Games **£4.50**

The *Illuminati* theory is that the world is perpetually subject to the nefarious manipulations of one or more secret societies - the *Illuminati* - of immmense power and little morality. This has been the basis of a truly abysmal trilogy by Robert Shea and Robert Anton Wilson, which was converted into an entertainingly extravagant eight-hour play by Ken Campbell. Now the basic idea has been picked up by Steve Jackson, resulting in a fairly amusing little card-and-dice game. What is more, it is described as a 'family game', although the books are, erm, far from family reading.

For your money, you get a 'superior Hong Kong' plastic wallet box, a slim rules booklet, a sheet of variously numbered squares to cut out and use as 'megabucks' - game money - and a deck of (necessarily small) cards, mostly representing organisations and illustrated with elementary line drawings. You don't get any dice, although you need 2d6 to play.

The game system is a mixture of various familiar principles. Each player starts with one organisation, an *Illuminati* group ranging from the Gnomes of Zurich (financial wizards) to the Servants of Cthulhu (psychopaths), and play progresses round the table, with each participant in turn making various moves to build a winning 'power structure'. Each player has special powers; each seeks to build an optimal formation of cards on the table surface; each works by 'attacking' others' hands or the central pool (as in many card games), and each has a cash budget to watch. The overall 'style' is quite consistent, and seems well thought out.

One thing that I don't accept is the 'family' tag. It may not be a wargame, but play involves a lot of careful detail-watching that wargamers will manage easily, but less dedicated players may find boring. Furthermore, *Illuminati* demands an idea of long-term strategy and aggressive tactics that is essentially unique to the fanatical gamer.

In fact, the chief move and tactic in *Illuminati* is the attack - the reorganisation of one's hand should be minimised as wasteful of opportunity. Each player uses his or her organisations and cash to take over, neutralise, or destroy others, with attention to both the victory conditions and the individual cards' peculiarities for each organisation has appropriate traits and 'alignments'. This leads into my first real complaint about the game. The organisations range from the Boy Sprouts (weak and peaceful) to the Mafia (tough and criminal) and the SF fans (weird), but a large proportion of the humour is directed at American audiences, with American political parties, unions, and agencies appearing. Someone ought to do a UK edition, preferably soon.

The game plays well and is reasonably simple to learn; duration depends on number of players (the fewer the quicker) and skill involved. Six well-matched opponents with a good eye for each others' victory conditions could go on all night; a pair of relative novices who found the cards running one way *could* finish within an hour. Multi-player games would also work as well as *Diplomacy* in exposing the real two-faced conspirator types.

Overall, this is a playable game with a good element of skill; it creates an appropriate atmosphere of conspiracy and cynicism, although the open hands system rather removes the element of paranoid secrecy inherent in conspiracy theories. *Illuminati* will earn its devotees, especially in America, although it lacks the elegance of the best cult games. As long as it doesn't send anyone off to the books...

Presentation:	7	**Enjoyment:**	7
Rules:	6	**Skill:**	6
Playability:	7	**Complexity:**	6
Overall: 7			

Phil Masters

STARSTONE
Northern Sages **£2.99**

Starstone, a massive series of scenarios suitable for any FRP by Paul Vernon of *Town Planner* and *Trouble at Ember-trees* fame, is a closely printed 40 page A4 booklet with a thin card cover which doubles as a map sheet and an accompanying large sheet of 16 plans. It describes the country of Starstone, a medieval England/fantasy area, after the removal of its regular troops to fight in the war. As might be expected, various nasties take the opportunity to crawl out of the woodwork and terrorise the innocent inhabitants and, as usual, it falls to the intrepid adventurers to save civilisation from the evil hordes.

As well as a description of Starstone county, three scenarios for beginning characters (but experienced players) are given: *Longbottom Down*, a short (just under 40 encounters) introductory adventure concerning strange goings on in the graveyard; *Sardkirk*, a gnome village plagued by disappearances, and *Dolgold*, a larger village falling apart under the pressure of its hostile power blocs; both of these latter adventures have well over 100 encounters each.

All the scenarios are beautifully detailed and structured with background history, politics, family relationships and economics all given in addition to the usual monsters. The only disadvantages that *Starstone* has are that its very completeness means that it requires several readings to grasp fully and that since it was written to be usable with any FRPG, it needs some work to convert it to a particular system. On the latter point, I would say that it is most suitable for *D&D/AD&D* but anyone experienced with another system should have little difficulty in converting it.

For those who prefer a coherent, highly detailed medieval milieu for their campaigns, *Starstone* could hardly be bettered. Even for those who don't like such a background, it still represents excellent value for money merely as an example of meticulous campaign design. Very highly recommended.

Presentation:	8	**Enjoyment:**	9
Playability	8	**Complexity:**	8
Skill:	8	**Overall:**	9

Daniel Collerton

Dear *WD*,

Traveller referees may wish to consider the following minor rules modifications:

Gravity: At the end of *Book One* a table explains the effects of different world sizes on gravity, in terms of relative weight carried. However, when describing the world to a player or when filling out a System Data Sheet, it would be more authentic to refer to gravity in terms of a percentage of standard Earth gravities. The formula necessary to obtain this figure is as follows: g = 1/16 x C + 0.5 Where C is the world size code assuming standard Earth density.

I find it hard to believe that people age as quickly on a Tech Level 15 world as they do on a Tech Level 1 world. Therefore I suggest that for every TL above 8 the aging process comes into consideration one four-year block later. So a person living on a TL-12 doesn't start aging until he is fifty, and so on. It only seems reasonable - Read your Larry Niven...

Whilst re-reading one of the *Tales of Known Space*, I came across a reference to how fast starships travelled - about half a light year a day. This is approximately equivalent to Jump-1 - 3.26 light years (one parsec) per week. If any referee were to run a campaign based in human space, he could calculate travel times and fuel consumption of ships more accurately and authentically by bearing this in mind.

May I wish you all the best with your new format *WD*. If the quality is as good as in recent issues, you can't go wrong. Your recent *Introduction to Traveller* series has proved useful in getting some of my friends interested in the game. Now they are at the mercy of my campaigning techniques.

Yours faithfully,
Sean Masterson.

Dear *WD*,

I am a regular *D&D* player and I am still very puzzled about the experience deriving from gold. Would you please try to answer this query by explaining the reason for experience from gold.

Yours hopefully,
Julian Avis.

- An interesting point - beyond the capacity of the Letters page to answer. Any thoughts on the subject from the readers? -Ed.

Dear *WD*,

I was very pleased to see the excellent presentation of *Slayground* in *WD39*. In fact, the remarkable improvement in *White Dwarf*'s overall presentation for that issue was a joy to behold. Just one or two prints marred the issue for me - a couple of errors in *Slayground*. The scale on the map of the bank vault should read 1 square = 2 metres, not 1 square = 1 metre! Also, under victory conditions; this reads 'Arrest bonuses should be granted if a criminal is later killed'. This should read 'Arrest bonuses should *not* be granted if a criminal is later killed'. I hope that clears up any problems GMs may have experienced, and that the scenario was enjoyable. Please don't take this as a criticism - these things happen.

Yours for better proof reading,
Marcus L Rowland, London.

Dear *WD*,

I would like to thank Lew Pulsipher for his article about Moria, which makes justice of such attempts that make Tolkien characters 20th level this or that.

Nevertheless, I would like to criticize him about two relatively minor points: first about Gandalf. Either that character will be given to an experienced player and then he will not look like Gandalf at all, since he will spend most of his time casting *cure light wounds* and hacking about with his sword or he will be given to a newcomer, who will find himself manipulated by the DM, since his powers will be only revealed to him unless the time to use them comes.

I think Gandalf should be given a list of spells usable once or twice a day which should include some personal defensive spells like *shield* or *protection from normal missiles* (note that no orc ever hit Gandalf!), and offensive fire spells, plus *knock, hold portal* and some *detects*.

The second point I'd like to make is about characteristics. They look quite fine generally, but a 3 in Wisdom for Boromir seems a bit hard to me. Boromir has a big moral and political problem before him and to that are added the magical properties of the ring! I think Boromir is at least wiser than Pippin.

Lastly I disagree with the 7 in Charisma given to Merry who is quite charismatic; he won immediately the friendship and trust of most of the people he met, including Eowyn and Theoden King. I think he deserves at least 13. I hope that *WD*'s standards will continue to rise.

Yours,
Bertrand Authier, France.

Dear *WD*,

RuneRites is generally very good, but at times, it does have the inevitable problems of keeping up with the flood of subtle revisions and clarifications included in virtually everything that *Chaosium* produce. *WD37*'s spells, for example, are such.

To invent a battlemagic spell, according to notes in *Wyrm's Footnotes 12*, requires a heroquest, and the spell is then only available from priests of the hero's subcult. And since the mass production of permanently activated *bladesharp 3* matrices was the major crime of the GodLearners in the Machine City, only their cult, if they were theists, and possibly a Mostal associate cult may possess the *power matrix* spell within a Gloranthan context. In any case, I should not like to be associated with the owner of a power matrix item if there were any Mostali around.

Secondly, Don Turnbull's letter seems to show that he would rather reduce all role-playing to the black and white level of flame-thrower fantasies like *The Thing*, where all problems are black and white, and you can deal with them by suitable violence (Whoompf! - income tax... Whoosh! - mortgage...). Greater ambiguity at least requires your players to think over their motivations, rather than act like robots. But this is not to condone the unthinking rapine that some players perpetrate under the guise of Chaotic Evil. Nor what some calling themselves Lawful Good perpetrate either, if they preach an 'only good orc is a dead one' philosophy.

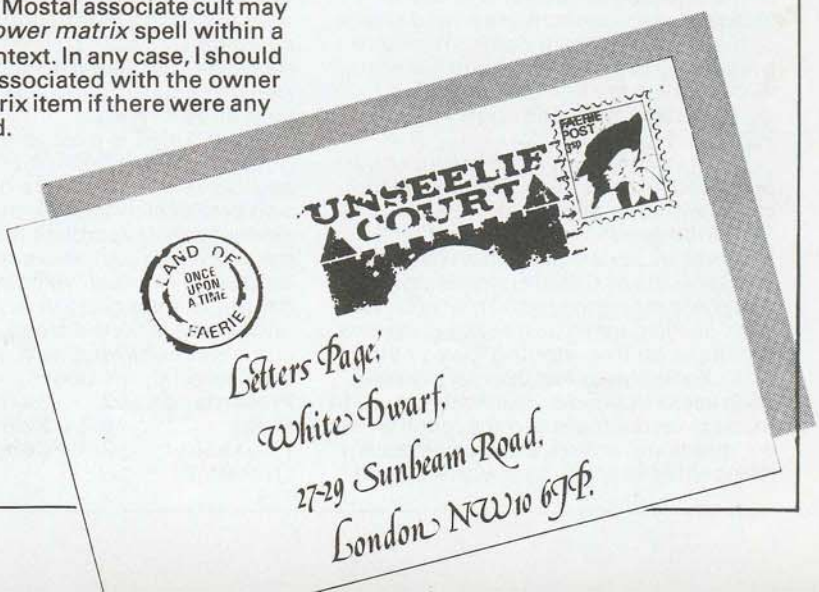
Thirdly, I must say how strongly I agree with William Preston's letter. Lew Pulsipher's articles, however well intentioned, are aimed at helping the newcomer to where the hobby was five years ago. Nor can I really forgive his butchery of Tolkien as an excuse for an introductory dungeon grovel. It is not as if *D&D* is capable of simulating the characters. Aragorn may be the prototype for the ranger class, but his powers stem from his being King. Nor is Gandalf any sort of cleric, but an angelic being; and his actual use of magic is far below that which the suggested *D&D* character might yield.

There have been enough mutilations of Tolkien before now that we can do without another.

I suppose, looking back, the primary reason for my usual inertia has been an unwillingness to write a letter just to pick nits, in what is really one of the best fanzines in the hobby (excluding *DW*'s unfair advantage for a Glorantha groupie, I'd rate *WD* as equal top).

So here's a positive idea to be going on with. For those people like your correspondent Jonathan Rowe, we feel that *D&D* misrepresents most weapons in comparison with the almighty longsword, why not try using the *RQ* damage values, and STR and DEX minimums, and use other weapons instead. Beware clerics with mauls (2d8), beware anyone with an arbalest (3d6+1). And considering *RQ* weapons, I believe that the first shuriken equivalents were the Teeth of Krarsht in *Cults of Terror*.

Yours,
Steve Gilham, Herts.



THE EAGLE HUNT

An AD&D Scenario for 1st-3rd Level Characters of all Classes

by Marcus L Rowland

Introduction for DMs only

One dark night the King's Armoury was invaded by masked assassins on a desperate raid to steal some of the Royal weaponry and make their guild invincible. Among the magical artifacts stolen was the *Green Eagle*, a device so ancient that its nature has been forgotten.

As part of the efforts to regain the stolen weaponry the King hired two detectives, McGuffy and Rose, under conditions of strict secrecy, to try and find the Guild headquarters and recover the Eagle. There is a reward of 20,000gp for its safe return.

Now McGuffy and Rose are also missing and their assistants, who know nothing of the assignment, are advertising for aid...

Players Introduction

Three weeks ago the senior partners of the detective agency *McGuffy & Rose Investigations* left their office and never returned, though they said they'd be back in a few hours. Since then three of the agency's employees have been murdered. The remaining staff have advertised for aid in finding the detectives and solving the murders, since all their attempts have failed. The address of the agency is 11 Tanners Lane, between the Grey Swan tavern and the offices of the Leather Workers' Guild...

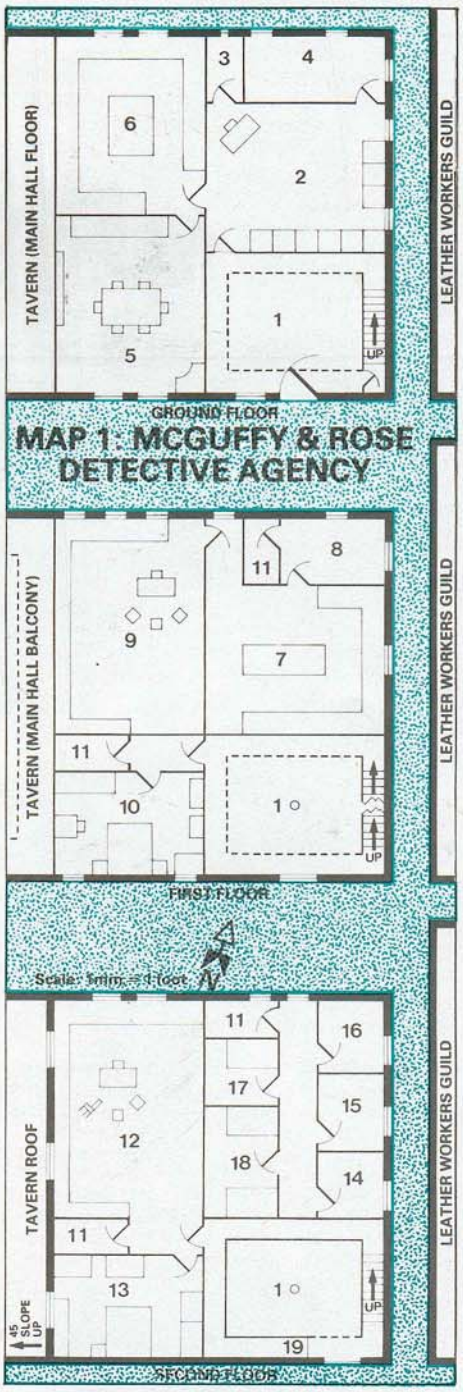
Detective Agency (see map 1)

A three-storied timber building. All windows are covered by ornate iron grilles. A narrow alley runs between the building and the leather guild offices, joining another alley between that block and the next. There is no gap between the agency and the tavern.

1.Entry hall and stairwell. A tall shaft running from the ground floor to the roof, lit by a double skylight and by a lantern hanging on a long chain from the beam between the skylights. Although the chain and beam look very strong the beam is in fact riddled with woodworm, and anyone swinging on the lantern will fall 12' and bring down the beam, the skylights, the grilles covering them and parts of the surrounding roof. This will inflict 4d8 damage to anyone below, but should not hurt anyone on the stairs. The lower 10' of the stairs is partitioned off from the hall and reached via a locked door. All stairs and landings have banisters. The landings are 10' and 20' above ground level. There is an unlocked cupboard under the stairs containing an assortment of mops, brooms, and buckets. The door to room 2, marked 'Enquiries', is unlocked. The door to 5 is closed and locked.

2. Reception Room and Office. There are comfortable chairs along two walls and a desk in the opposite corner, behind which sits a petite attractive brunette girl, aged about 20:

Velma Raven, Lvl3 houri; S14, I17, W10, C11, D16, Ch16; 8HP, AC8, G. Spells: *charm person, kiss of sleeping, silvertongue, dispel charm*. Equipment: 4 steel hairpins, 2 daggers, 25gp. (see *WD13* for the houri class). She is a loyal follower of McGuffy and posted the advertisement which attracted the party. She can explain that a King's Messenger delivered a sealed packet the day before the partners disappeared, and that they were secretive about its contents. Velma will show the party around the agency and answer any questions. She will want to accompany any rescue mission. Velma is an unusual houri who initially trained as a normal magic user and has a familiar, a cat 'Tib' which is in Room



6. She has 54gp petty cash in a secret drawer of her desk and has a master key to all rooms.

3 & 4: Kitchen, Lavatory and Washroom.

5: Office. Used by the detectives' followers and employees, equipped with a table and chairs, a settee, racks of books and news sheets, and a small bar. There is a dart board and a large map of the city on the wall. Two men sit at the table playing cards:

Ari Auger, Lvl2 illusionist; S12, I16, W8, C9, D18, Ch11; 7HP, AC6, N. Spells: *audible glamour, hypnotism*. Scroll spells *hypnotic pattern, rope trick, detect magic, paralyzation. Dagger +1*, 3 normal daggers, sling and balls, 14gp. Ari is a hireling and will remain moderately loyal for the duration of his contract (another 4 weeks). He knows that the day the partners disappeared Rose looked at the city map for several minutes, then left the room. He did not mark the map. There is a 60% chance that Ari will be able to remember the general area Rose was studying, the docks a mile or so away.

Remo Baker, Lvl4 thief; S13, I15, W7, C11, D17, Ch8; 15HP, AC4, CN. Leather armour, *Broadsword +1, Dagger +2*, 4 silvered daggers, tools, 58gp. Remo is one of Rose's followers, and if often sent to spy on his former guild. The night before the partners disappeared he was sent out to listen for rumours of unusual activity, but heard nothing. If Auger mentions that Rose was looking at the dock area there is a 75% chance that Remo will remember that the assassins guild is said to be based there. Rumour puts the base in some sort of tavern, shop, or warehouse. He will certainly mention this if he sees the map in 9.

6. Workshop. Fitted with various workbenches and cupboards containing an assortment of wood and metal-work tools, a large amount of junk, and an assortment of normal weapons and adventurer's equipment. Curled up on the central table is a large ginger cat - Tib, Velma's familiar (3HP). If Tib gets up he will disturb a piece of wood and reveal a small leather box embossed with the King's Arms. It contains a silver key which fits the cases holding the *Green Eagle* (see 72). The box will be seen by anyone within 3' of the table.

7. Alchemical Laboratory. An old man wearing a white apron is performing a chemical test at one bench:

Bay Radoc, Lvl5 assassin; S16, I16, W11, C8, D17, Ch9; 15HP, AC3, LE. *Dagger +3* (poisoned), *Dagger +1, Bracers AC3, Ring of Alignment Concealment*. This ring makes detection of alignment by passive detection means (eg paladins, wands, etc) impossible, but will not block spell methods such as *know alignment*. Radoc is spying on the agency for his guild, and has succeeded in becoming hired as 'Roshi Naal', a sage specialising in forensic alchemy. He is pretending to analyse the poison on a dagger used to kill one of the detectives' followers. If asked he will call it a gnollish blade with a relatively crude plant poison - in actuality it is one of the Guild's typical weapons with their most lethal nerve poison. There is a 15% chance that characters will notice this deception, +10% for those who have met gnolls, +10% for detectives, and plus 15% if the party already suspect guild involvement. Any assassins in the party will certainly recognise the weapon and probably notice his disguise. He is actually fairly young.

If detected Radoc plans to run to the stairs, jump to the chandelier chain, then climb to the skylight and escape over the roof. He doesn't know the beam is faulty. To aid this plan he has prepared three flasks of concentrated acid (damage 3-12) and a flask of chemicals that releases a 3" cube cloud of black choking smoke. These flasks are within easy reach.

Radoc is from another city and does not know the location of the Guild HQ, though he can send and receive messages from the ▷

▷headquarters. He killed one of the detectives' followers.

8. Radoc's Bedroom. Although he has been careful to avoid leaving clues and has burned all messages received from the guild, if he leaves quickly a search will find his tools (a short sword, 6 daggers, strangling wire, 4 vials of poison, a makeup kit and clothing for disguises) in a valise under his bed and a homing pigeon in a small ventilated chest in the wardrobe. This bird will fly to the guild HQ if released. If Radoc is not detected he will warn the guild via the pigeon then follow and attempt to kill or divert the party, in disguise.

9. McGuffy's Office. The landing door is locked, the door to 7 is locked and bolted. The room contains a large desk and chair, three other chairs, and fitted cupboards and shelves around three of its walls. The desk drawers are locked. If opened and searched the contents will be found to be:
an assortment of stationary, pens etc, a quart of ardent spirits and two glasses, a city map, three throwing knives (one clipped under the desk top), a novel entitled *Night of the Succubi*, a magnifying glass, and a pipe and pouch of weed.

There is a red line drawn on the city map around six blocks of the dock area. Other items in the desk are not significant. If searched carefully a secret drawer will be found, containing 8pp, 75gp, and half a dozen small gems (value 15gp each). The cupboards and shelves around the room contain a large number of books (especially about law and accountancy), many files, and a cabinet of food and drinks.

10. McGuffy's Bedroom. There are various items of combat equipment and armour stored in one wardrobe, a range of costumes and wigs in another, and normal clothing in a third.

11. Bathrooms.

12. Rose's Office. The door is locked but shows scratches, caused by picking. The room is almost identical to McGuffy's but shows signs of a search - disorganised papers, open drawers, and forced locks on the desk. Radoc has searched the room but missed one vital clue, a town directory under the desk. This book has three dog-eared pages:

Warehouse - Lists 27 of which one is in the area marked on the map in McGuffy's office: *Lysander Security Storage*.

Merchants establishments - Lists 78 of which two are in the marked area: *Honest Abdul's General Store* and *Mermaid Chandlery*.

Taverns - Lists 175 of which four are in the area: *The Kings Head, The Mariners Arms, The Jolly Tar* and *The Anchor*.

Of these establishments the warehouse backs on the Mermaid Chandlery and is across the street from The Kings Head and The Jolly Tar. (see map 2).

13. Rose's Bedroom. Similar to McGuffy's and also showing signs of a search. No significant clues or valuables will be found.

14-18. Bedrooms. All are unlocked and unoccupied. 14, 15 and 18 are spare rooms. 16 is Velma Raven's room. 17 is Ari Auger's room. Nothing of any interest will be found in these rooms.

19. Ladder. Leads to a locked trapdoor onto the flat roof. The lock shows pickmarks. Concealed behind the low roof parapet is a plank long enough to reach the roof of the Leather Workers Guild offices. This is part of Radoc's escape route.

The Kings Head

This is not part of the Assassins Guild headquarters, and is managed by a retired soldier: Sergeant Soge, Lvl5 fighter, 25HP, no unusual characteristics, LN. *Short sword +1, Dagger +2*, Bracers AC4.

If questioned he will remember the detectives visiting the day they disappeared, and hearing a lot of noise from the Jolly Tar shortly after they left. The tavern consists of a public bar (20) which will hold 5-20 patrons at any given moment, a store room (21), two private rooms (22 & 23) and a walled yard (24).

There is a 30% chance that the tavern's patrons will include 1-2 assassins of Lvl1-3 at any time. If the guild are expecting the party three assassins of levels 2-4 will be posted there.

Sergeant Soge is also intent on minding his own business, but will try to prevent any violence in his tavern. In addition to the equipment listed above he keeps a pickaxe handle and a bottle holding three doses of sleeping potion under the bar.

Guild Headquarters (see map 3)

The guild HQ consists of three buildings - the Jolly Tar, the Mermaid Chandlery and Lysander Security Storage plus their yards and outbuildings - and underground tunnels and rooms. The complex is unusually large since the guild uses this base to train new members, as a staging post for assassins in transit to other countries, and to house one of their research facilities.

25. Main Bar Room. The bartender is a stocky man wearing a leather apron, with a patch over one eye: Giovanni Bazalgette, Lvl4 Assassin 20HP, no unusual characteristics. AC6. He wears studded leather armour under his clothing, a *Ring of Invisibility*, a hollow ring with three doses of *Sleeping Potion*, and three daggers. His broadsword, which is treated with a lethal blade venom, is under the counter. 170gp.

The customers include 6 'dockworkers': 4 Lvl1 assassins; 4, 4, 5, 6HP, AC8 (dexterity); 1 Lvl2 assassin; 10HP, AC7 (dexterity); 1 Lvl3 assassin; 12 HP, AC6 (dexterity); all armed with three daggers and long bill hooks, damage 1-6.

Three 'harlots': 2 Lvl1 assassins; 4, 6HP, AC8 (dexterity); 1 Lvl3 assassin; 12HP, AC7 (dexterity); with daggers and poisoned needles, damage 1-3 plus save vs death.

Four berserkers: 5, 7, 6, 6HP, with axes and daggers, hirelings of the guild for their 'protection' and other strongarm activities, and 3-18 innocent bystanders. Prices are marginally lower than at the King's Head.

26. Inn Yard. 12' high walls topped by rotating spikes. The gates are barred and padlocked. Three guard dogs, war dogs 15, 11, 10HP, roam the yard. They have been trained to attack intruders silently.

27. Store Room. The walls are lined with an assortment of barrels and crates piled nearly to the ceiling, except for the east wall which is disguised by an illusion making the room seem to be an additional 10' long, thus masking the presence of 28. This illusion is aided by the presence of a barrel which has been cut in half and nailed to the east wall so that it is joined to an illusory barrel to form an apparent whole. This illusion is unusually powerful and will withstand blows and passage through the secret door.

In the apparent centre of the room is a table at which sit three men: Lvl2 assassins; 10, 8, 7HP, AC7, leather armour, short swords, throwing knives. Total 48gp.

They are pretending to play a strange game involving several books, some lead models and curiously shaped dice but are actually intent on guarding the entrance to the underground complex. There is another repeating crossbow fixed under the table, aimed at the door, which can be fired by the man in the south chair. On the table is a bottle of wine and three half-filled glasses, all poisoned; save vs death. The assassins know this, of course.

28. Small Room. At the head of a spiral staircase down 30' to the underground rooms. An ogre, 17HP, squats on a piece of tree trunk by the stairhead and is supposed to kill intruders, but is actually bored by this job and his low wages (he only has 49gp) and fairly eager to be bribed - if he receives at least 100gp he will immediately leave.

The Mermaid Chandlery

Another guild front as well as being a profitable business in its own right. This is mainly due to the fact that all other chandlers in the city pay protection to the guild and have to charge higher prices to compensate. The windows are covered by steel grilles and the door is heavily reinforced.

29. Outer Shop. Divided into two sections by a high counter, the outer part being unfurnished and the inner fitted with shelves holding a variety of ships' stores and equipment. There is a rack of harpoons in the middle of the north wall, damage as spears. During the day there will be 1-6 legitimate customers in the shop and a staff of three: 'Manager', Lvl4 assassin, 15HP, leather armour AC5, *Broadsword +1*, 4 daggers, switch blade knife (poisoned, save vs death after 1-4 rounds). 'Sales Clerks', Lvl1 assassins 3, 5HP, leather armour, AC's 5, 6, 3 daggers each. At night this section is emptied and three war dogs from 32 are locked in.

30. Storage and Fitting Area. There are an assortment of sails and crates piled round the walls and two racks of uniforms and oilskins in the middle floor area. There is a large mirror on the west wall, made of one-way glass, covering three arrow slits form 42. If the guards in 42 want to fire the mirror drops down in a recess in the wall.

The secret door in the SW corner is 5' above the floor, reached by climbing a stack of crates arranged as steep steps.

Normally there will be one assassin (Lvl1-2) in this room, disguised as a clerk or a watchman, but if an attack is expected another 2-4 guards of levels 1-3 will be posted. The outer door of this room, to the yard, is normally locked and barred from the inside.

31. Muddy Yard. Has 10' high walls topped with broken bottles treated with tainted meat and dung to give a 75% chance of infection from any cut. The yard gates, topped with similarly treated iron spikes, are usually locked and barred on the inside. Four decomposing bodies are buried 3' deep in the SE corner. At most times two guard dogs roam this yard, from 32.

32. Wooden Hut. Has a padlocked door housing up to 8 war dogs, some of which will normally be in 29 or 31. These dogs have been trained to make silent attacks and not to bark at any time: 7, 8, 11, 12, 14, 15, 17HP.

Lysander Security Storage

This is on the South Wharf road, but the only entrances on that side are two 30' square steel reinforced doors raised and lowered by winches inside the warehouse, which cannot be opened from outside. The main warehouse building is 70' high, built of stone, and has a flat roof ringed with spiked iron rods. The only other entrance apparent is a yard and doors on the east side.

33. Yard. 15' high walls topped with curved 6" spikes and iron gates. During the day these gates are open and occasional legitimate customers visit the warehouse.

By day two 'workmen': Lvl1 assassins, 3, 5HP, AC8 (dexterity) armed with daggers and billhooks, guard this yard. At night two huge wolfhounds; HD3+3, 15, 19HP, attack 1-6, are released in the yard. By day they are tethered to rings at either side of the gates and will bark at any intruder, or bite anyone in their 3' chain radius.

34. Stable, holding a fast riding horse, 12HP.

35. Stable, holding two cart horses, 9 and 15HP.

36. Stable, holding a light war horse, 11HP.

37. Main Warehouse. A huge echoing structure dimly lit by three skylights during the day and six lanterns, marked L, at night. In the NE corner is a 15' high brick building with iron bars over its windows and spikes round the roof edge. A wooden catwalk runs around the walls 50' above the floor. Its position and that of the skylights and lamps means that it is always in shadow.

By day 4-9 hired labourers work in the warehouse with three 'foremen': 1 Lvl2 assassin, 8HP, AC7 (dexterity); 2 Lvl1 assassins, 2, 4HP, ACs 7, 8; all 3 armed with daggers and heavy crowbars. On the catwalk are 5 guards by day: 4 Lvl1 assassins, 4, 2, 3, 2HP, all AC7; 1 Lvl2 assassin, 10HP, AC6.

All the guards have alarm whistles and bags of flour to throw at *invisible* intruders. All wear leather armour and carry broadswords, light crossbows, and daggers. By night and if an attack is expected this guard is doubled, and 2 giant weasels, 17, 14HP, are released to roam the warehouse floor. By day they are penned in a large crate which can be opened by pulling a rope on the catwalk above.

38. Warehouse Office. Fully equipped for legitimate business with filing cabinets, papers etc, but its staff are assassins: 'Manager', Lvl3 assassin 14HP, dwarf male, AC6 (leather and Dex), broadsword, 3 daggers, 100gp. His armour is concealed by loose clothing. 'Clerk', Lvl1 assassin, 8HP (Con), AC8 (Dex), 5 daggers (all poisoned with paralysis venom). 'Secretaries', Lvl1 assassins 2, 5HP, women, 3 daggers each. Both are moderately unattractive (Ch7, 5) but abnormally strong (17, 18.15); both AC8 (Dex).

As well as the weapons they carry there are five broadswords concealed around the room, three under the counter and two in file drawers.

The door to 39 is made of iron and is usually locked. A key is carried by the 'manager'. There is a spyhole covered by a steel plate in the door, openable only from 39.

39. Guard Room. Holds four armed fighters: Lvl4, plate mail, shield, mace, 25HP, AC2, Str17, half orc male, 150gp. Lvl2, chain mail, shield, broadsword, AC4, 20HP, human 70gp. Lvl1, chain mail, 2-handed sword, AC3 (Dex), 7HP, 24gp. Lvl1, studded leather, spear, shield, AC7, *Ring of Regeneration**, 8HP, 100gp. (*This ring has an unusual flaw - if its wearer is hit on a natural 20 all hit points regenerated in the past 48 hours are immediately lost again.)

All fighters are NE deserters from the army. The military police have offered 120gp bounty for the Lvl4 fighter and 40gp for the others.

A spiral wooden staircase runs from this room up a brick shaft to the catwalk of the main warehouse and its roof.

40, 41. Two Store Rooms. Both fitted with sliding iron gates and padlocked, the gates sliding away from each other. 40's contents are an elaborate illusion and trap, consisting of an illusory floor over a 20' deep pit flooded 7' deep with viscous mud (except for the western 3' of floor which is real) and an assortment of illusory chests and bags. One of the bags is torn to show a glint of gold. On an illusory locked rack at the east end of the room are some interesting-looking weapons. This is another unusually powerful illusion which will not be dispelled by prodding etc, but offers no resistance to solid matter.

41. Real Security Room. Holds two chests of coins (5000cp each), twenty bolts of silk (70gp/bolt, weight 80lb each), four bundles of fur (40 pelts/bundle, 3gp/pelt), a bale of opium poppies (value 150gp wholesale), and three leather coin sacks padlocked to the east wall (180gp, 200sp, 400sp). A wolfhound, 12HP, sleeps behind one of the coin chests. As well as biting attacks it wears a collar with steel spikes, damage 1-3. These goods are not guild property.

42. Guard room. Holds three assassins: Lvl1; 6, 5, 3HP; short composite bows, studded leather armour, broad swords, daggers, all AC6, on guard and four more sleeping on bunks to the north of the room: Lvl1; 3, 5HP, leather armour, broad swords, daggers; Lvl2; 8, 12*HP, leather armour, broad swords, daggers (*half orc). Fully clothed except for helmets, gloves, and boots. All would be AC7 if awake, and any combat will probably disturb them. They will be wakened by the active assassins in any emergency. A total of 125gp is carried by the group.

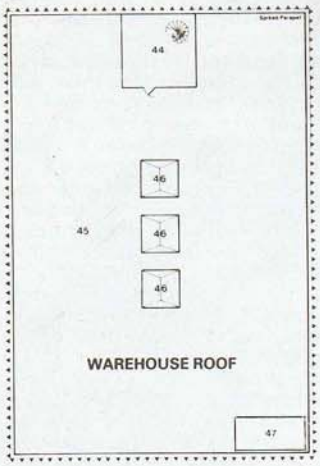
There are three arrow slits and a lever to drop the mirror in room 30 in the east wall, and a wooden staircase up 6' to the door to 30, which is not concealed on this side.

43. Guard room. Guards head of a stone spiral staircase down 30' to the underground complex. It is normally occupied by one fighter: Lvl4; plate armour, shield, *-1 Cursed Battle Axe* (speaks common and claims to be vorpal, insults monsters, whistles when its carrier is in danger); 31HP, AC3, half-elven female, LE, no unusual characteristics, 144gp.

She is another deserter from the army and there is a reward of 120gp for her arrest. If an attack is expected she will be aided by 1-4 assassins of Lvl1-2.

44. Locked brick structure on warehouse roof, covering stairs down to catwalk and room 39. The room is generally guarded by two assassins; Lvl1; 3, 7HP, swords, leather armour, both AC7. If an attack is expected they will be reinforced by 3-6 acolyte assassins, fighting as Lvl0 characters and armed with cudgels and daggers. The doors are generally barred on the inside.

45. Flat Strong Roof. Patrolled by four assassins: Lvl1; 3, 3, 5, 4HP, leather armour, short composite bows, daggers, all AC7. This guard is doubled if an attack is expected, and may also be reinforced by 3-6 acolytes once a definite attack is in progress. All have whistles and flour bags.



46. Barred Skylights. Over the main warehouse.

47. Pigeon Coop. Any bird arriving causes a bell to ring. Messages are sent down immediately.

The Underground Complex

This was carved from solid rock by slaves (all later killed) and shows pick-axe marks on floor, walls, and ceilings. Since the complex is partly below the level of the river it has been flooded on several occasions, and damp stains and occasional patches of luminous green algae cover the lower 2' of the corridor walls. This algae forms the only lightning for the corridors, leaving many shadows.

W: At several points in the complex are concealed shafts with ladders up to ground level trapdoors, all well-concealed and locked from below. These are used to aid flanking attacks outside the buildings, and as escape routes.

X: Lvl1 assassin guards are posted at several points in the complex, armed with knives and swords, wearing leather armour, and carrying alarm whistles and flour bags.

Y: Tripwires across the corridors.

Z: Doors with dummy handles sounding a *magic mouth* alarm if twisted. These doors are easily pushed open from either side.

These devices serve partly as traps for intruders and partly as training aids for junior assassins, who are often sent to perform tasks around the complex undetected.

Random encounters in the complex:

01-05	1-3 assassins, level 0-2
06-07	1 fighter, level 1-3
08-12	1-10 normal rats, 1HP, bite 1HP plus disease (10% per bite)
13	Grey ooze
14-19	No encounter
20	Other intruders

48. Base of staircases from upper buildings. Each is guarded by two Lvl1 assassins: East 3, 5HP, AC7; West 4, 4HP, AC7.

All are armed with swords and daggers, wear leather armour, and carry flour and alarm whistles.

49. Refectory. Furnishings include tables and chairs, a firkin of (cheap) ale, and an oil lamp on each table. If the complex is on alert the room will be unoccupied, otherwise it holds 3-12 assassins of levels 0-2 with appropriate weapons, money etc.

50. Small Kitchen. Occupied by two rather ugly slave girls, 2, 3HP.

51. Food and Drink Store. No contents of any special value.

52-8. Cells. 52-6 have barred doors sliding west, and are fitted with two beds, a table and chairs, and washing and sanitary bowls. 57-8 are punishment cells with solid steel doors and a 4' ceiling. They are exceptionally cold and damp. All cells are locked.

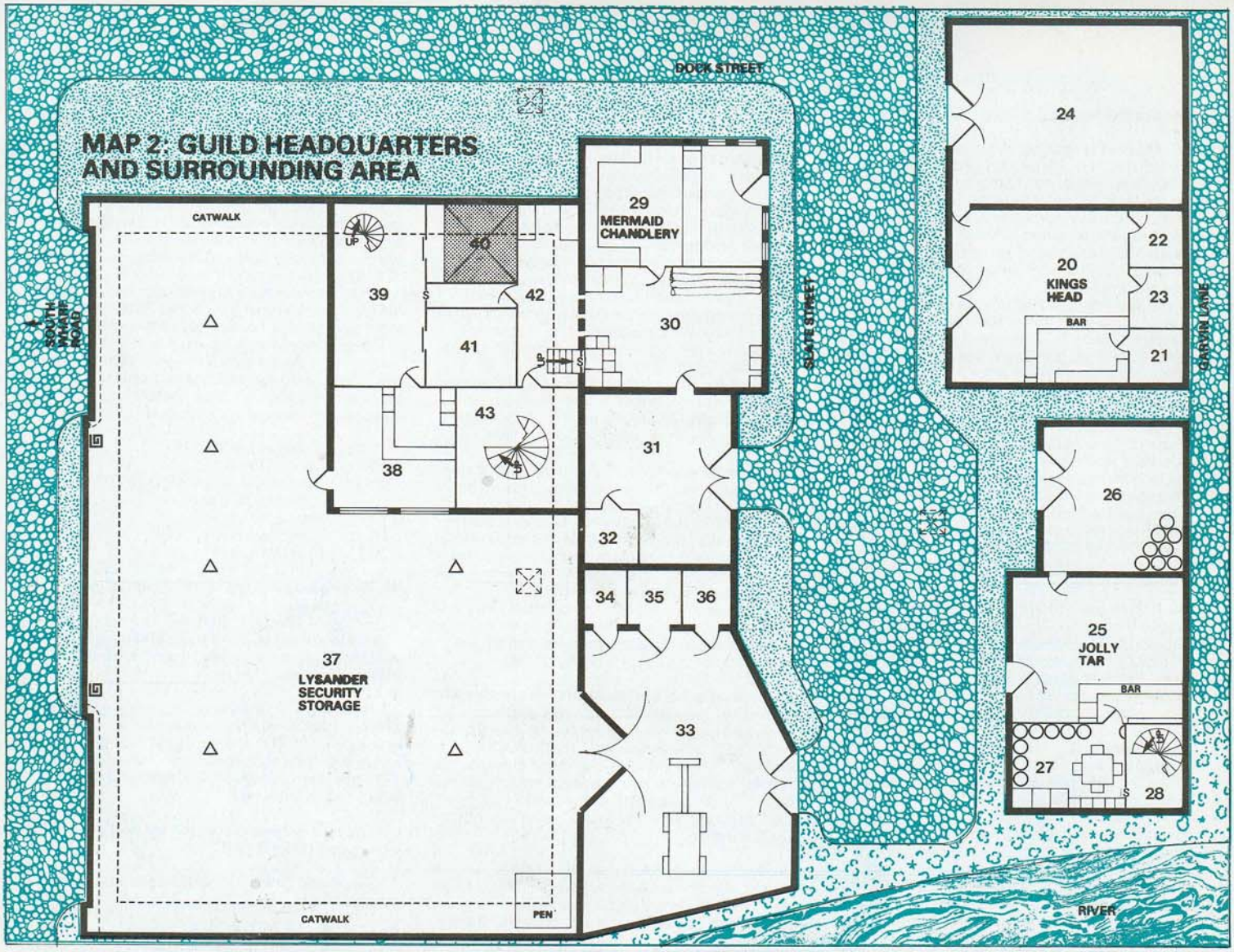
Cell 52 holds a wrinkled old gnome wearing a fairly clean shirt and trousers: Rikii Günz, Lvl4 illusionist, 14HP, CE, S11, I15, W9, C10, D18, Ch10; AC6. He is being held prisoner and forced to use his wand (see 73) to produce permanent illusions. He is generally taken blindfold to the desired point, given his wand, casts the spell, then is taken blindfold back to his cell. He is renowned amongst the area's illusionists for exceptional treachery, and will use a false name if he knows of any illusionists in the party. He has several spells memorised but no material components: *detect invisibility, wall of fog, deafness, hypnotic pattern, improved phantasmal force.*

Günz's main aim is to recover his wand and escape, preferably with as much loot as possible. He will not wish to aid the party unless he benefits.

Cells 53 to 56 are empty. 57 is a punishment cell holding a naked man: Erik Rose, Lvl12 detective (drained to Lvl6), S15, I14, W11, C13, D14, Ch10; now 22HP, LN. See *White Dwarf 24* for full details of detectives.

He has been tortured and is currently on 12HP, recovering extremely slowly due to the conditions of his cell. He can describe the *Eagle of the Ages* (see 73) but is unaware of its true name and powers. Both he and McGuffy were caught in a parasitic web which drained them, then disintegrated. Rose does not know McGuffy's whereabouts but knows he was in 55, and was taken away earlier that day.

Cell 58 holds an assortment of clothing, weapons and armour, the property of the prisoners. All valuables, spell components, magical gear etc have been removed. ▷



59. Torture Chamber. Equipped with two racks, an 'operating' table, two iron maidens, a brazier of hot coals, stocks, and an assortment of chains, thumbscrews, whips etc on various shelves. Two men are chained to the E wall: Jock and Crazy Eddie, berserkers 3 and 6HP, both wearing rags. They are guild hirelings who disobeyed orders.

A young woman is fastened to the west rack: Irene, Lvl2 druid, S11, I12, W14, C10, D12, Ch16, 14HP, N.

The assassins are torturing her to make her reveal the location of a grove of Ent-wives, as part of a complex plot to discredit the local druids and replace them with a suitably evil cult (eg Kali). This in turn is part of an ambitious scheme to raise farm prices and levy higher protection rates on the local granaries...

Two torturers are at work in the room, preparing various knives and branding irons: Lvl3 assassin 17HP, studded leather, sword, sharpened steel hook replacing left hand (-2 hit prob/damage 1-3) AC6 (Dex), 140gp. Lvl4 assassin 19HP, studded leather, sword, 4 daggers, 1 vial of acid, 1 strangling wire, AC5 (Dex), 170gp. All weapons carried by both men are treated with paralysis venom, duration of effect 3-6 turns.

The torturers are watched by six students: 3 Lvl0 acolytes, 1, 2, 2HP, unarmoured with daggers. All AC9. No money. 2 Lvl1 assassins, 4, 4HP, leather armour, broad swords, daggers, both AC6 (Dex). 1 Lvl2 Cleric, 17HP, leather armour, mace, shield. AC7, 3 Lvl1 spells, CE, a priest of Kali learning new torture methods for his temple, 80gp, 3 Lvl1 spells.

Another two students have fainted after seeing the equipment and are lying on the floor, to be punished when they wake, Lvl0 acolytes 1, 3HP.

60. Control Station. Two levers marked flow rate and outer door and a large pump handle. Flow rate is set to 10% and outer door to closed. These controls fill cell 61, the pump can be used to empty it. The controls are unattended.

61. Cell. Reserved for those especially disliked by the assassins. The room extends under the river and has a remotely-controlled outer door. It can be flooded at a rate of 1-10 inches per round, and has an 8' ceiling and no furniture. It is currently flooded 4' deep and filling at 1"/round. The cells inner door is barred and opens towards the complex. If it is opened without pumping out the cell the door will fly back for 2-8 damage, and the lower corridor and stairs will flood 2'6" deep. A naked man occupies the cell: Ryan McGuffy, Lvl10 detective (drained to Lvl7); S15, I17, W12, C12, D16, Ch7; now 19HP, but on 14 due to partial drowning, LN.

Due to the effects of the cell being twice flooded then drained McGuffy is developing the first symptoms of pneumonia. He is being punished for attempting to kill the assassin's leader when last taken for interrogation. He knows that the leader's office is reached by taking two right, a left, and a right turn from the cells but does not know where he is in relation to the cells. He is also unaware of the distances involved in reaching the office, since he was mostly dragged there.

The outer cell door cannot be opened unless the inner is closed and the cell is fully flooded, but this mechanism can be broken by an adroit thief to allow the cell and lower corridor to be flooded with the inner door open, by use of the flow rate control, then the outer door to be opened. This will cause the complex to fill with water to a depth of 2' at a rate of 30 cubic feet of water per round. Complex doors tend to stop the flow of water. For each turn this process continues once the outer door is open there is a 2% cumulative chance of some large aquatic predator entering the complex. The process of sabotaging the door and pump interlocks will take 3-6 turns. This is accidentally happened in the past and the assassins have contingency plans to deal with flooding, including a good supply of sandbags, mops and buckets kept amongst the warehouse stock.

62. Dormitories. For neophyte assassins; each room holds 5 stacks of three bunks, all of which will be empty. 20-50gp will be found by diligently searching the personal possessions in each dormitory, not more than 6gp in any one acolyte's gear.

63. Dormitories. For Lvl1 assassins, each holding four double bunks. If there is an alert the rooms will be unoccupied, otherwise each will hold 1-4 assassins who are likely to be in bed or cleaning and sharpening their equipment.

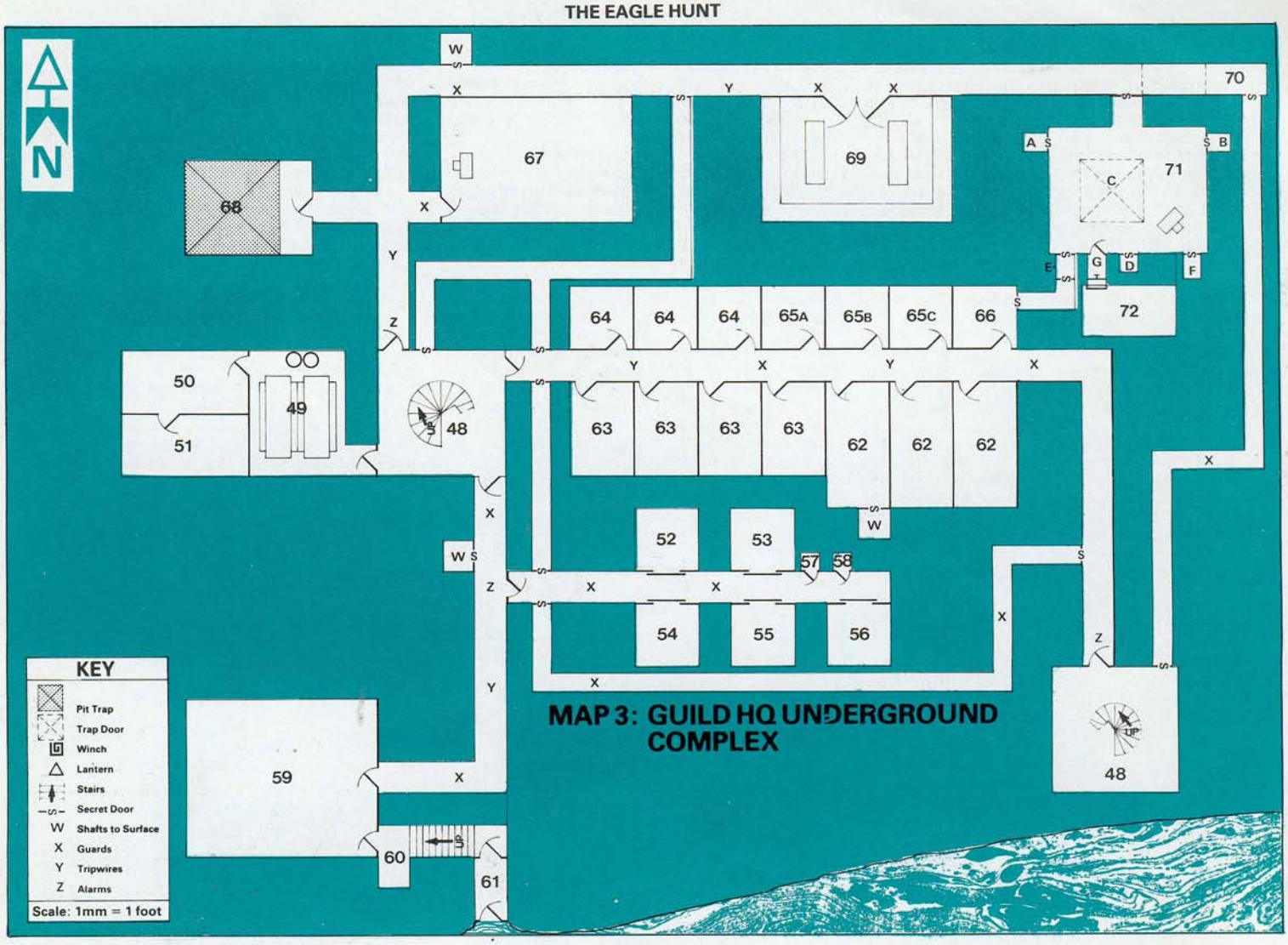
64. Dormitories. For Lvl2 and 3 assassins, each holding two double bunks. If there is no alert 1-2 assassins may be in each room, with normal equipment.

65. Bedrooms. For higher level assassins. All three rooms are locked and contain rare and unusual ornaments to a value of 50-150gp, and are unoccupied. Each room also contains some form of boobytrap left to deter intruders and 'borrowing':

65A - A small mantrap coated in blade venom (save vs paralysis of 1-6 turns) concealed under a small rug at the foot of the bed.

65B - All ornaments treated with *magic mouth* spells and cry 'Help - thieves' 2-5 turns after removal from the room.

65C - Pet venomous snake curled under the



bed; HD1, Att 1-2 + poison, save vs paralysis of 1-6 rounds, if paralysed then save vs death.

66. Assassins Leader's Bedroom. This is superficially like rooms 65A-C but holds ornaments worth 220gp and a viciously booby-trapped chest, spraying acid over the entire room if the lock is picked. Its contents are a *Broadsword +1*, three sacks of silver coins (200sp/sack), and a belt with six small leather pouches, each holding a potion vial. All potions are poisons with the following effects: 1: Instant death, 2: Death after 1-4 rounds, 3: Death after 1-4 days, 4: Death after 3-6 turns, 5: Instantaneous paralysis 5-10 turns, 6: Drain 1 level. All are 1 dose phials of blade venom.

67. Classroom. An assassin: Lvl5, 26HP, AC4 (armour and Dex), 120gp, *+1 studded leather armour, Dagger +2* (poisoned, paralysis venom), *Broadsword +1* which can also cast *darkness 10' radius*, is lecturing sixteen students on some of the finer points of disguise: 6 Lvl2 assassins 8, 10, 7, 9, 8, 6HP, leather, swords, daggers, all AC7; 4 Lvl1 assassins 3, 2, 3, 5HP, leather, swords, daggers, all AC7; 6 neophytes 1, 2, 3, 3, 2, 2HP, unarmoured, daggers, all AC9.

The students are all seated on wooden stools. If the complex is alerted for an attack this class will be cancelled and the room empty.

68. Temple of Kali. Also a trap for intruders. The western 15' of the room is occupied by a 20' deep pit with 100 swords fixed point-up to the floor. A decomposing corpse lies amongst the swords.

Most of the swords in the pit floor are normal iron, steel, or bronze weapons, but two are silverised, one is studded with gems worth 120gp, and one is a -3 cursed weapon which negates any *invisibility* or *silence* spells on its bearer. All are cemented to the floor, but if the cursed sword is even touched it will *teleport* to the victims hand the next time he reaches for a weapon. A feat of strength is needed to remove any of the other swords, or 1-4 rounds work with a hammer and chisel. A grey ooze lives on the eastern pit wall, 17HP.

69. Alchemical Laboratory. Gleaming equipment of the most advanced designs, holding three men, all wearing protective aprons, visors and gloves: Lvl4 assassin, 22HP, *Bracers AC2*, poisoned *Sword +1* (lethal poison) 120gp; Lvl2 assassin, 10HP, leather, sword, 3 daggers, strangling wire, AC5, 28gp; Lvl1 assassin, 3HP, leather, 4 daggers, 8 poisoned darts (paralysis), AC6, 40gp.

These assassins are attempting to produce new potions and poisons for the guild. The Lvl1 assassin has just drunk a new potion which will allow him to go out of phase before attacking (like a phase spider). This potion has an unsuspected flaw and there is a 10% cumulative chance per reappearance that the assassin will suffer an uncontrolled chemical reaction leading to spontaneous burning of his flesh and immediate death.

Around the room are 42 vials of poison, all marked with four figure code numbers. The first figure of this code designates the chemicals effect (roll d8):

1: Death, 2: Paralysis, 3: Sleep, 4: Insanity, 5: Death, 6: Blindness, 7: Vomiting, 8: Damage 1-3

The effects of non-lethal potions last 1-4 d6 turns. The second figure indicates the time before the poison takes effect:

1: Instant, 2: 1-4 rounds, 3: 1-4 turns, 4: 1-8 turns, 5: 1-4 hours, 6: 1-8 hours, 7: 3-24 hours, 8: 1-3 days.

The third figure represents application method:

1: Blade venom, 2: Water soluble, 3: Wine soluble, 4: Food additive, 5: Any food/drink, 6: Contact poison, 7: Inhalation, 8: Injection.

And the final figure a quality control number: Vials marked 1 or 2 are full strength, 3-6 are slightly old, save at +2, 7-8 are older still, save at +4.

The key to this labelling system is kept in 71, the workers in this room know it too well to bother keeping a copy. All vials hold 1-3 doses of poison. Around the room are several plates of food and glasses of wine, all treated with one or other of the above poisons, and a cage containing a dozen white mice used for various tests. A dustbin in one corner holds another 87 dead mice.

70. Corridor. Ends in a false door. If any attempt is made to pull or push it open heavy iron portcullises fall from the ceiling 10' and 20' from the 'door', and a feat of strength is needed to lift them. A bell rings when the portcullises fall.

71. Carpeted Room with a large mahogany desk and no other furniture. A man wearing black studded leather armour sits behind it: Jahin Vitaxol; Lvl8 assassin; S16, I17, W12, C15, D17, Ch14, 40HP, AC3, *Ring of Invisibility, +2 armour, Life Stealing Sword +2*, 6 poisoned daggers. He is ambidextrous and uses a sword in his left hand and a dagger (at -1 hit probability) in his right. He is the temporary leader of this branch of the guild until a new guildmaster arrives, since the previous leader was killed during the raid in which the *Eagle of the Ages* was stolen.

There are also four guards in the room, all wearing guild livery over leather armour. All are armed with light crossbows firing▷

poisoned (paralysis) bolts, broad swords and daggers. Each also carries three alchemical flash pellets, exploding for 2d6 damage in a 5' radius; Lvl1 assassins 3, 4, 4, 5HP, all AC6. The desk drawers are locked, two being treated with contract poison causing violent epileptic fits. They hold a petty cash box containing 120gp, stationery, a bottle of poisoned ardent spirits and two glasses, a leather bag holding three small venomous snakes (AC7, HD½, 2, 3, 3HP, att 1-2 plus poison [paralysis then death after 1-6 rounds]). Under the desk is a rack of three daggers (all coated with paralysis venom) and a bank of levers controlling various devices.

A: Concealed cupboard with four shelves holding equipment for disguises, an assortment of climbing gear, and a tool belt made of an odd silvery material with a series of pouches and loops. This is a technological thieves tool kit, and was 'borrowed' by one of the assassins on an exceptionally unusual expedition. Its contents are not labelled but are an electronic lockpick, a device which vibrates locks and has the same chance of opening them as an Lvl12 thief, 22 charges. It must touch the lock when used, and takes three rounds to work. It is marked with peculiar symbols which are untranslatable without magical aid, and read *Made in Galifree*, a stethoscope, a pencil torch (battery life 12 hours), 4 fused thermite blocks, each capable of burning a 4" wide hole through up to 3" of steel, 4" of iron, or 12" of wood. Each block is 2' square and ½" thick, with a 3 round fuse sticking out of one side and one flat face coated in adhesive. An assortment of lockpicks, mostly of standard design but some designed for unusual magnetic and electronic locks. There is also a set of standard picks made of a hard plastic instead of metal. A digital watch with 6 months battery life left. Normal crowbars, files etc. The belt itself holds a concealed flexible short sword blade, which can be screwed to the buckle and becomes rigid as it is tightened.

The cupboard is boobytrapped with a heavy guillotine blade (damage 2-12) which falls if anything is lifted from any shelf. This trap is switched off from the desk.

B: Concealed cupboard holding a rust monster, 27HP, released from desk.

C: Trapdoor over 20' deep pit, floor covered in 8" spikes. Operated from desk.

D: Cupboard without traps, holding several sacks containing the magical and unusual possessions of the prisoners. Each bag is labelled with the prisoner's name:

Rikii Günz: *Ring of Regeneration*, scroll, 4 Lvl3 illusion spells, *Dagger +2, Dagger +1*, glass phial of yellow dust (yellow mould spores), spell components.

Erik Rose: *Broadsword +3, elven rope, cloak and boots*, +20% lockpick, *Ring of Aura Alteration*, 6 2d6 flash pellets, scroll of *Protection vs Gargoyles*, 1 stick of incense (kills all non-magical insects in 20' cloud), spell components.

Druidess Irene: *Scimitar +1*, silver sickle, radiating a field which repels evil rodents of all types, silver bowl, scroll, 4 Lvl2 druidic spells, spell components.

Ryan McGuffy: *Helm of Infravision, Dagger +2, Everfull Canteen* (refills with water every time stopper is replaced), spell components.

E: Cupboard holding the illusion of an assortment of silver ornaments, fitted with a boobytrap which drops a large stone block for 4d6 damage if a pressure over 150lb is exerted on the floor. This trap can be switched on or off from the desk or from the passage behind the secret door at the back of the cupboard. The two levers are linked, so that moving one moves the other.

F: Empty cupboard.

G: Short passage to 72, boobytrapped as E with controls at the desk and in 72.

72. Small Strongroom. The door is made of 6" thick bronze (immune to rusting) over 6" of steel, and fitted with 3 complex locks (picked at -10% probability). All three locks are boobytrapped with ampoules of poison gas (death, 1' cube cloud) which burst at any unsuccessful attempt to pick the lock. An ogre mercenary is in the vault; 25HP, 200gp, not amenable to bribes.

The room is lined with shelves holding a total of 4 leather bags and six wooden chests. A magic aura spell has been cast on all of them: Bag I holds 240gp, bag II holds 500 false gold pieces. It is a *Bag of Holding*. Bag III holds 100gp, 150sp, 200cp. Bag IV holds 4 jewelled chains (values 140, 500, 400, 200gp) and a small lizard which is able to change its shape and colour to appear to be another chain. It is a *rust mimic*, a small relative of the rust monster; AC5, HD2, 11HP, attacks as a 4HD monster, bites for 1-3 damage or touches its two tiny antennae to any ferrous metal it encounters, rusting up to 36 cubic inches of metal on each attack. It has normal animal intelligence and is extremely dextrous, gaining +2 on initiative rolls.

Chest 1 is locked, not trapped, holds 5000cp. *Chest 2* is unlocked, not trapped, holds 16 silver ingots, each weighing 20lb and worth 16gp. *Chest 3* is locked, boobytrapped to spray acid in a 5' radius cloud. It holds a dismantled suit of *+1 plate mail*, a *Mace +2*, and 4 potion vials: *Healing, Extra Healing, Invisibility, Superheroism*. A concealed compartment in the lid boobytrapped with a similar acid spray holds a copy of the *Book of Vile Darkness*.

Chest 4 is locked, boobytrapped as 3, and empty.

Chest 5 is locked, no traps, holds 4 velvet lined trays, 2 large leather-bound books, and a wand case. Each tray holds 10 vials of potions or poison. The potions are: 2 vials *Animal Control*, 1 dose/vial; 1 vial *Red Dragon Control*, 1 dose; 3 vials *Delusion*, 2 doses/vial; 1 vial *Healing*, 1 dose, poisoned save vs death; 4 vials *Healing*, 1 dose/vial; 1 vial *Heroism*, 1 dose; 2 vials *Invisibility*, 1 dose; 2 vials *Polymorph Self*, 1 dose; 1 vial *Phase* potion (as in 69, also defective) 1 dose. The remaining 23 vials are assorted poisons, as those in 69. The two books are a *Manual of Golems*, with instructions to build a clay golem.

The wand is Rikii Günz's *Wand of Illusion*, and as well as this type of wand's normal function can cast permanent illusions of unusual persistence (see 27, 40) at a cost of 10 charges. If discharged this function cannot be regenerated, though the normal wand power can be recharged. The wand holds 37 charges. *Chest 6* is locked, boobytrapped with contact poison on its lock and hinges (death poison). It contains three boxes made of a softly glowing yellow wood, all stamped with the Kings arms. All three boxes are locked but not trapped, and are 13x13x20".

Box 1 holds a silver model of a forked branch, tipped at one side with a screw threaded socket and at the other with a crystal disc cradled in three 'twigs'. Its base ends in a screw thread. It is packed in padded velvet.

Box 2 contains a flat silver block 1' square and 6" thick. The top of the box has a screw socket which will take the 'branch' and six shallow depressions, each 1x6" and ¼" deep. This part is also padded in velvet.

Box 3 holds a jade statue of an eagle with jewelled eyes, which has a screw thread on its base and can screw to the 'branch', also nestled in velvet.

The Green Eagle

These three components form a device known as the *Green Eagle*, whose true origins and function are not known to any living person. It is actually a functioning magical time 'machine', whose true name is the *Eagle of the Ages*, and has spent the last five hundred years in the vaults of the Royal palace. If the three parts are screwed together they will immediately function, transporting any living organisms and associated matter (eg armour etc) within 25' through time. Normally the journey to be made is set by six control blocks, 1" quartz cubes which slide back and forward in the grooves on top of the box, whilst the settings made are shown glowing scarlet symbols on the crystal disc, in the common numerical system. Since the cubes are missing, however, the disc will only show these co-ordinates after a jump. The controls are:

1: Coarse control, centuries - 0-100 centuries in steps of 1 century.
2: Fine control 1, years - 0-100 years of 1 year.
3: Fine control 2, days - 0-400 days in steps of 4 days.
4: Past/Future/Off
5: Geographical location - 0-180°.
6: Reality lock off/on.

Controls 1-4 are self explanatory. Control 5 is slid backwards and forwards to set movement N or S then E or W. Control 6 prevents the machine from transporting its 'passengers' to another plane, dimension, or universe.

When the machine was dismantled its settings were 1205 years, 40 days, past, no spatial movement, reality lock off. Once this first jump has been made the controls will randomly reset and another jump will occur after 2-5 days (with the disc flashing violet an hour before the jump is made). The only resettings that will not occur randomly are 'off' for control 4 and 'on' for control 6. For every time jump is made with reality lock off there is a 10% chance that the party will indeed shift to another plane or otherwise leave the familiar universe, as in the following examples:

01: Elemental plane of fire.
02: Elemental plane of water.
03-05: The party arrive on a conveyer belt under a sign saying 'You are now entering Megacity 1'... etc.

The control blocks have been widely scattered through time and space, and each will only function in one slot. If controls are found and used the setting relevant to the control used will be shown on the disc before a jump. The spells that went into the machine's construction make it invulnerable to anything short of *disintegration*, and will prevent it or those 'carried' materialising inside solid objects or more than 6' above the ground (or water). It will temporarily stop working if dismantled within an hour of arrival, after which time the joints lock until the next jump.

The destination time set is 300 years before the city was founded, an era of superstitious tribesmen who attack anyone using any form of magic. The area is covered in thick forest.

Time in this universe obeys a law known as *Conservation of Events*, in which any alteration in the 'true' course of events tends to repair itself extremely rapidly. If someone is killed at the 'wrong' time they may be resurrected by an interested god, spontaneously reanimate as amazingly lifelike zombies, or be replaced by a party member. Keeping someone alive may have similar drastic consequences. In the unlikely event that the party succeed in making a significant alteration to events before their own lifetimes, there is a chance that events will be altered sufficiently to cause one or more party members to be cancelled from history. In this event the party members concerned will instantly vanish, and the rest of the party will not be able to remember them ever existing. Only if the party happen to change events back to their original course will the missing members reappear. How they spend their time while 'cancelled' is up to the DM. See *This Is, Of Course, Impossible*, in *WD29*.

Final Note

If DMs do not wish to incorporate Time Travel into their universe, an alternate function for the Eagle is as follows: The *Green Eagle* is an exceptionally lethal magical weapon. Once it has been assembled the bird can be made to become ethereal and directd to any desired target by pressing fingers into one or another slot. The disc gives an 'Eagles Eye' view of its surroundings at any range up to 2 miles. Once the *Eagle* can see its target it can materialise and fire one *disintegration beam*, range 4' ½' base cone. It will then automatically return to the branch and cannot be used again for 24 hours.□

RuneRites *is a regular department featuring readers' ideas for* RuneQuest, *edited by Oliver Dickinson.*

TRADING

For those who find the Bargaining skill difficult to apply in practice without having relative novices taken for a ride, and want a more structured way of presenting merchant characters, here is Simon Woodward's variant skill of Trading, which can provide an alternative source of previous experience and income, with further comments of my own -OD.

Trading as a Skill

Trading is the ability to bargain, to haggle to obtain the best buying/selling price for a given item. It may be learnt from the Merchants' Guild: bonuses to the basic chance (which is 0%) are the same as for Bargaining. The skill is paid for at the rate 500/1000/2000L, and can be improved beyond 75% only by experience. To learn it, a character must either be an associate member of the Merchants' Guild (costs 3000L) or serve a 5-year apprenticeship, during which he or she will be taught Trading to 50% and three other skills for up to 4000Ls worth of training each. The Guild has close links with the Free Sages and the skills will be taken from those available to Free Sages. To learn Trading or join the Guild it is necessary to become a Lay Member of the Issaries (or equivalent) cult; progress beyond 50% Trading requires Initiation. Peasants may join the Guild on a roll of INT + CHA, divided by 2 and then multiplied by 5 or less as a percentage. Barbarians could join on the same terms, and really poor nobles might occasionally apprentice their younger sons; townsmen can join in the usual way, a roll of 01-95 on d100. Character who reach an ability of 90%+ in Trading are entitled to be called master merchants; on average a merchant gains 5% in the skill per year after Initiation. Once over 100%, a merchant can use the extra as a bonus on the d100 Trade table roll, to get the goods they want.

The Skill in Action

When a merchant encounters a group of 10 or less people he should roll to see if anyone has been persuaded to buy or sell (for larger groups, 11-100 people or a village, 2 rolls are allowed, for 101-1000 people or a town, 3 rolls). On a successful Trading throw, roll 1d4 - 1d4; a positive result indicates that number of items for sale, a negative result that number of opportunties to sell. If an 'item' if for sale, roll once for each 'item' on the Trade table. The price is 45% of base price + (2d10 x 5)% + seller's trading skill ± buyer's trading skill; it is never less than 45% of base price. If trading in a foreign land, a merchant's ability is governed by how well he or she speaks the language being used; multiply his/her Trading skill by % skill in the language to find the effective Trading ability.

Example: Gleanson (Trading 50%) has some fruit for sale to Mor Fairtongue (Trading 30%); the price will be 45% + 2d10 x 5)% + 50% - 30%; if the 2d10 is 11, the total price will be 120%, or 12L per kg.

Merchants should be allowed 1 Trading roll per day if in a town, or once per group encountered if moving around. To gain improvement rolls they should complete a successful transaction, ie buy goods and re-sell them at a profit. Player characters should be able to refuse to buy/sell goods if they wish. NPCs' will have the following Trading ability: merchants 50%+, shopkeepers 10-30%, peasants Trading bonus only (if any). Referees should limit the maximum profit to 200% if players start ot make too much money! (*To keep the good-will of customers, they would probably not press their Trading advantage all the way, or return some of the price, if they are selling, as a 'lucky-penny' -OD).*

Caravans

The basic means of transporting goods from market to market is a pack animal or wagon. Pack animals can carry up to 50kg (for these rules, 2kg = 1 ENC) and may only move at the same pace as a wagon; donkeys cost 40L, camels 60L, on average. Two-wheeled carts can carry 100kg and require one cart-horse or ox; four-wheeled can carry 230kg and require two cart-horses or oxen. Animal trains require one driver or muleteer per 5 animals, normally paid 5C a day; carts require one per 2 horses, paid at the same rate as donkey-drivers. Large merchant expeditions will normally employ guards, likely to be armed as light mercenaries, at 1L per day for each guard.

Trade Table

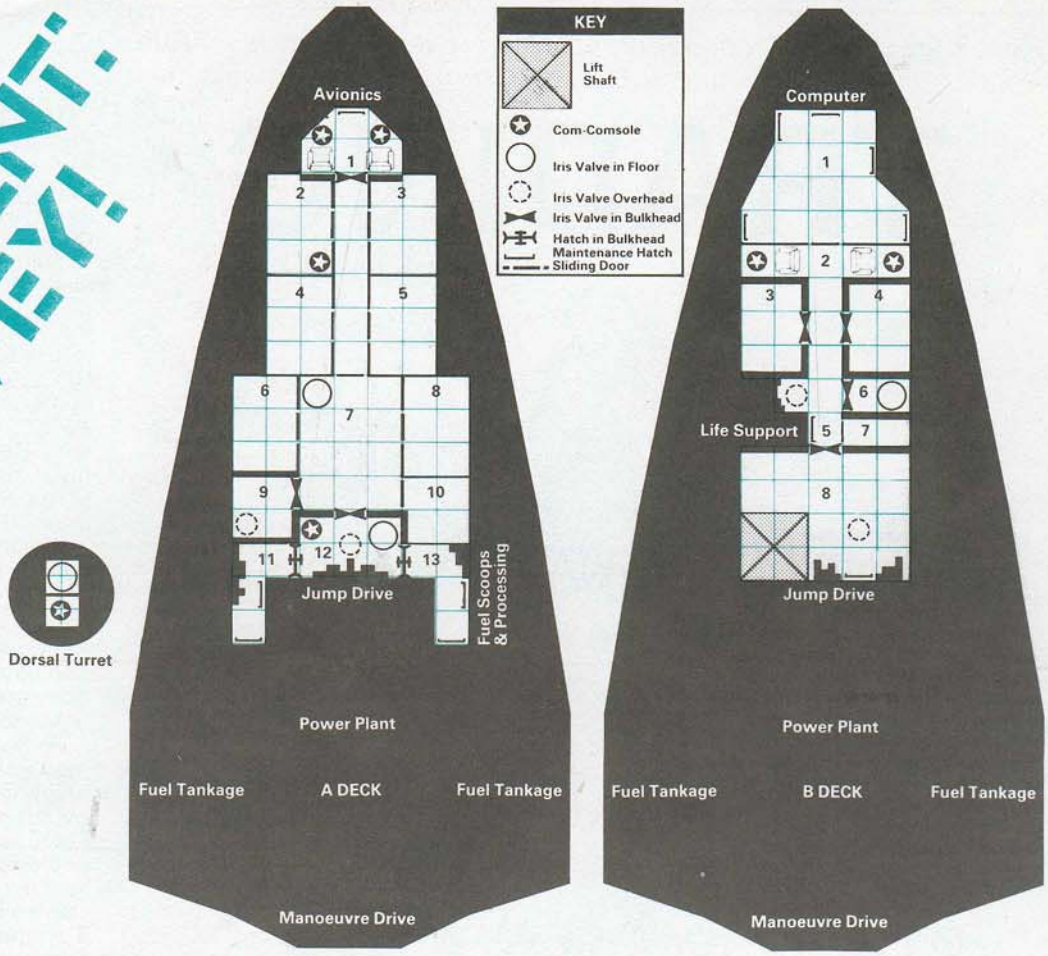
If the transaction is not in a town, take 20 from the roll; this simulates the rarity of the more special items in the country.□

(d100)	*Goods*	*Base Price in L per kg*	*Quantity in kg*
01-04	Referee's discretion		
05-08	Building timber	20	3d10 x 10
09-12	Grain	2	3d10 x 10
13-16	Meat	8	2d10
17-20	Dairy produce	3	1d10 x 5
21-24	Fruit/vegetables	5	1d10 x 5
25-28	Leather	5	2d10 x 5
29-32	Pottery	10	2d10 x 5
33-36	Knives/weapons	20	2d10
37-40	Oxen*	50	1d10 x ½
41-44	Sheep*	10	3d10
45-48	Pigs*	15	1d10
49-52	Goats*	15	1d10
53-56	Donkeys*	40	1d10 x ½
57-60	Horses*	100	1d10 x ½
61-64	Wine (in casks, includes cost of these)	1.5	1d10 x 5
65-68	Armour	20	2d10
69-72	Furs	15	2d10
73-76	Tools	15	2d10
77-80	Textiles	5	2d10 x 5
81-84	Alcoholic Spirits	60	1d10
85-88	Bronzeware	15	2d10 x 5
89-92	Glass	35	1d10
93-96	Spices	40	1d10
97-00	Silverware	200	1d10 x ½

* Sold as individual 'items', not by the kg.

GMs should use this table as a guide, and adapt the prices as they see fit -OD.

ASSIGNMENT: SURVEY!



Explorer Class Scoutships in Traveller by Andy Slack

The familiar Type S scout/courier fulfils vital needs within the Imperium by its exploratory and courier work; in survey missions beyond the Imperium borders, it is carried aboard vessels of cruiser displacement, and thus its performance need not be great, since it will either be within known space or near a base ship with considerable facilities. However, megacorporations also conduct exploratory missions, and rarely wish to construct specialist scout cruisers; yet the type S has neither the size nor the range to be used alone.

For this reason, in 941 the Red Giant Corporation issued a specification to Solstice Yards of Fodor for a long-range, heavy scout vessel for use by its trade pioneer teams in their planned survey of the volume of space near Alpha Scorpii, beyond the boundaries of the Terran Empire. The *Explorer* class was the final product.

During the proving trials, ITSS and naval procurement officials became interested in the class; and while the original purpose of the class was as a transport for commercial pioneers seeking new markets and sources of products for their sponsoring corporation, the craft are now to be found in government service; the navy uses them for courier and reconnaissance duties, while the ITSS vessels perform these functions and 'First-In' survey missions in addition.

SPECIFICATIONS

Tonnage:	300 tons standard, 4200 cubic metres.
Crew:	5.
Dimensions in Metres:	42L x 19.5W x 10H.
Acceleration:	2g constant.
Jump:	5.
Powerplant:	5.
Engineering:	One Malvatnikov 27F fusion power plant driving one NovZem Motors Q4 impulse manoeuvre drive and one TCS Drives type 15 Mk II series Jump drive.
Gravities:	Variable floor fields, 0-2g, and inertial compensators.
Electronics:	One RSM Computronics Mk V series 17 computer with integral fire control and AstroScan sensor package.
Range:	Unlimited manoeuvre, one Jump-5 (165 tons fuel tankage). 30 days standard supply consumption.
Armament:	Variable, depending on mission and owner. Typically one beam laser with facilities for ladar sensing and commo duty, and one missile rack modified to launch sensor probes and message torpedoes as well as dogfight missiles.
Screens:	None.
Configuration:	Wedge. Unarmoured. Fully streamlined.
Capacity:	One passenger, 11 tons of cargo (usually trade samples and/or data storage modules).
Ship's Vehicles:	Two standard air/rafts.
Special Features:	Fuel scoops and purifiers. Crew escape pods. Observation platform. 'Evil Eye' sights.

CREW ROSTER

Ranks are given for the Merchant Service to represent trade pioneer teams, for the Navy to represent fleet couriers, and for the ITSS [See *Star Patrol, WD20*] to represent scout service First-In teams.

The medic is usually required to man the dorsal turret in combat. If extra crew seem necessary, staterooms may be used in the double occupancy mode, allowing at most 12 persons aboard - however, even in double occupancy it is rare to carry more than 10 persons, as this would require dismantling and storing the medical apparatus in A6.

Position	*Merchant*	*Navy*	*Scout*	*Stateroom*	*Duty Station*	*Battle Station*
Pilot	Captain	Sub-Lt	G4	A2	A1	A1
Navigator	1st Off	CPO	G3	A3	A1	A1
1st Eng	2nd Off	PO 3rd	G3	A4	A12	A12
2nd Eng	4th Off	Able SH	G2	A5	A12	A12
Medic	4th Off	Able SH	G2	A8	A6	Dorsal turret

DECK PLAN LOCATION KEY
Dorsal Turret. Floor iris valve to A12. Doubles as astrogation blister.

A Deck.
1. Bridge. Positions for pilot and navigator; one collapsible 'jump seat' for visitors. Command override of engineering functions in the event that the drive room is disabled.
2-5. Crew staterooms.
6. Passenger stateroom. In non-courier service, this is usually outfitted as a sick bay; the equipment may be removed and stored in the hold to allow extra accomodation.
7. Crew common area. Floor iris valve to B5. Includes cooking and recreational facilities.
8. Crew stateroom.
9. Main airlock. Ceiling iris valve to exterior dorsal surface.
10. Ship's locker.
11. Port drive access crawlway. This cramped passage slants up from the deck and curves aft; it is less than half a metre high at the best, and partially obstructed by protruding pieces of equipment. It allows in-flight maintenance of the drives, and some limited repair work on commonly-failing components.
12. Drive room. Positions for two engineers; one collapsible 'jump seat' for visitors. Iris valves to B8 and dorsal turret.
13. Starboard drive access crawlway. Similar to A11, but allows access to the fuel purifier and flight recorders.

B Deck.
1. Payload bay. In service, this carries various specialist sensor or data storage gear as appropriate to the mission; if encountered on detached duty or in private hands, may have been converted to a store room, recreation area, etc.
2. Circulation space. To port and starboard are remote control gunnery positions for ventral turrets.
3. Port air/raft bay. In service, often used as a specimen or data store, or as extra cargo space (4 tons), omitting the air/raft. Floor swings down and port to serve as a bay door.
4. Starboard air/raft bay. Normally the air/raft carried here is left in place, as without it the craft is slightly unstable and rolls to port in rough weather (-2 to any handling rolls made while in this condition). Floor swings down and starboard to serve as a bay door.
5. Circulation space. Ceiling iris valve to A7.
6. Emergency airlock. Auxiliary hand-crank mechanism to open iris valve to exterior ventral surface in case of power failure, by crank alone from inside or by crank and key from outside. The crashed ship usually rests on its ventral turret blisters.
7. Fresher.
8. Cargo hold. Ceiling iris valve to A12. Lift platform descends through exterior ventral surface on hydraulic 'legs', one at each corner, to ease loading.

SHIP'S VEHICLES
Two standard air/rafts are fitted for excursions on world surfaces.

SPECIAL FEATURES
Crew Escape Pods: The bridge (A1) and the drive room (A12) are fitted with small solid fuel rocket motors, ablative shielding, and paraglider assemblies as well as very basic survival kits. In dire emergencies, either or both can be blown free of the main hull by small explosive charges, carrying the occupants clear of the wreck. The pods have automatic circuits which may be overriden from within the pod, but otherwise will take the following action: (a) if near a world with an atmosphere of 5 or greater, the pod will re-enter and land (roll 4- for success, DM -1 per person aboard in excess of 3. If this roll is failed, roll 1d6; if the result is odd, the pod has 'bounced off' the atmosphere and drifts helplessly off into space; if the result is even, the pod has burned up on re-entry. The pod has oxygen for 6 man-days. (b) if near a gas giant, or world with atmosphere 4 or less - which would render landing impossible, as the pod depends on atmospheric braking - the pod will attempt to achieve a stable orbit and transmit distress signals; (c) if in deep space, the pod will do nothing but transmit distress signals. A pod may only be launched by initiating the correct control sequence from within it. Limited manoeuvre is possible in, for example, docking at an orbital station. If either pod is launched, the ship's streamlining is ruined. If the drive room is launched, the bridge may take control of the drives, but not vice versa. When launching the drive room pod there is a slight delay as the dorsal turret must be explosively jettisoned first.

941: The Red Giant Corporation commissioned the Solstice yards of Fodor for a heavy duty long range scout survey vessel. The Explorer *class scoutship was born.*

Observation Platform: The lift in B8 may be extended to the 'full down' position and locked there for use as an observation platform while in flight, provided the craft's speed does not exceed Mach 0.25 while in atmosphere. Slot-in safety rails are provided, along with lugs for attaching safety harnesses and recorders.

Evil Eye Sight: In the event that insufficient personnel are available to man all turrets, crew headsets on the bridge (A1) have a sensor mechanism enabling the turrets to be slaved singly or severally to the crew's head movements; thus, whatever the designated crew member is looking at, the turrets point at. This restricts weapons to a forward arc of fire, and targets that the designated crew being can actually see - range is thus restricted. Further, a DM of -1 is imposed on the roll to hit, and no DMs for skill are allowed. In some vessels, the weaponry may be placed in a fully automatic mode, in which any vessel within range is automatically engaged so long as it continues to fire or manoeuvre. If several targets are present, the closest is engaged first. Such fire is at -2 to hit, and no skill DMs are allowed.

BUILD DETAILS
The majority of vessels constructed at Solstice Yards, Fodor, but some few unlicensed copies constructed beyond the jurisdiction of the Earth Police. In excess of 700 craft in use by various organisations, notably Red Giant Corportion's Trade Pioneer Division (250), Imperial Terran Scout Service (200 ordered and delivered, but some now being paid off), and Imperial Terran Space Navy (150 in service, but plans to phase these out as more modern units become available). Construction commenced in 948, and still continues on an intermittent basis. Vessels are typically named for famous explorers - Marco Polo, Shackleton, Afanasiy Nikitin, Gagarin, Armstrong etc.

SECOND EDITION HIGH GUARD
This vessel has been designed under 2nd edition *High Guard* rules. Its profile is as follows:
SH-3252551-000000-00000-0
MCr 255.328 300 tons Crew 5 TL 14
Passengers 1. Low 0. Cargo 11. Fuel 165. EP 15. Agility 2. Marines 0. Fuel scoops and purifiers. One double turret and two hardpoints.

STANDARD COMPUTER PROGRAMMES
The *Explorer* class is furnished with an RSM Computronics 5C basic software package when first purchased, which contains the following programmes: Manoeuvre; Jump 1, 2, 3, 4 and 5; Navigate; Target; Auto/Evade; Return Fire; Anti-Hijack; Library.

USE IN ADVENTURES
The referee may use this starship in a variety of ways. It may be used as a non-standard encounter; the above descriptions will allow the player to interact with it in the normal ways, from exchanging gossip to boarding. The mission the craft is engaged on when encountered will be obvious once its owner is determined.

It was designed, however, as a ship to be loaned to a group of players by a powerful patron for a long-term commission, much in the manner of *Adventure 4, Leviathan*; typically, the band will be approached by an executive of a mega-corporation and offered a contract as trade pioneers, to explore new worlds in search of markets and profits for the company, but the ship may also be used for deep penetration spy missions by obscure scout service agencies such as the Covert Survey Bureau [see next issue]. In such a ship, the band will be able to hold its own against most randomly encountered shipping short of naval units, and have considerable freedom of action, but will still be under the referee's control as he, in the guise of the shipowner, may still order the group.

Alternatively, any *Star Patrol* scout (or group of scouts) who can acquire three 'ship' benefits on mustering out may be granted constructive possession of one of these craft, on the usual terms. Next issue's scenario features this new ship.□

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue sees the continuation of a series featuring the Gods of a number of races taken from the* Fiend Folio *and earlier* Fiend Factories.

INHUMAN GODS

Further Deities of the Demi-Men: Part II
by Phil Masters

Once more we examine the weird and terrible beings worshipped by the intelligent non-human races recently introduced into the universe of AD&D *by the* Fiend Folio, *(except where otherwise stated). As last time, the format is that of* Deities & Demigods, *with details of priestly abilities and limitations noted in the text following. So let us begin with a race of fiery temperament...*

FIRENEWTS
Hrussiall'k, Lesser God
Armour Class: -2
Movement: 15"
Hit Points: 195
No of Attacks: 1
Damage/Attack: 2-20 (+11)
Special Attacks: Breath weapon
Special Defences: Immune to fire & heat, +2 or better weapon to hit
Magic Resistance: 72%
Size: L (10')
Alignment: Neutral Evil
Worshipper's Align: Neutral Evil (Firenewts)
Symbol: Flame
Plane: Elemental Plane of Fire
Cleric/Druid: 14th level in each
Fighter: As 16+ hit dice monster
Magic User/Illusionist: 10th level MU
Thief/Assassin: 7th level Assassin
Monk/Bard: Nil
Psionic Ability: VI
S:23 (+5,+11) I:22 W:17 D:20 C:23 CH:20

Firenewts revere a number of demi-divine beings, but by far the strongest and most important is Hrussiall'k, lord of the lava flows, who takes the form of a giant firenewt with glowing eyes, wearing armour of polished, burning bronze (to touch means 3-30 points of damage for mere mortals), and wielding a great halberd-like *+2 axe* which in his hands does 2-20 points of damage on a hit. Thrice per day, the god can use his breath weapon; either a cone of fire, 8" long and 5" wide at maximum range, doing 4-40 points of damage, or a stream of lava, 2" wide and extending 5", doing 5-50 points of damage to all caught in it; in either case, a save vs breath weapon halves damage taken.

This deity has a philosophy of self-preservation and survival, generally to be achieved by gaining power over others by force; cruelty need not be excused, and can be a useful tool, but co-operation between firenewts obviously helps the race - and enhances the cult of Hrussiall'k. The god himself is master of

all giant striders and fire lizards, and has power over firedrakes and red dragons; once per hour, he can *summon* 5-30 giant striders (40%), 2-12 fire lizards (35%), 1-3 adult red dragons (15%), 5-20 firedrakes (5%), or 1-3 salamanders (5%), any of which will do his bidding freely. The god's other powers include superior infravision and the power to generate *pyrotechnics*, at 8th level power, at will.

For details of the powers of firenewt priests, see the relevant entry in the *Fiend Folio*. Worship of the god is performed in rocky temples, either underground or in the open, but usually with lava pits or flows to hand; sacrifices, of enemies and food, are cast into molten lava when that is available, burnt when it is not.

FLINDS
Flinds generally worship the arch-devil Geryon (see the *Monster Manual*). Curiously, flinds make less able clerics than do gnolls, either because they are too arrogant to make devout worshippers, or because their communities are too small to generate the psychic need for high-level priests; in any event, their shamans can only attain third level powers, and they have no witch-doctors.

FLYMEN [See *White Dwarf 23*]
Ssrrpt'ck, The Insect God; Lesser God
Armour Class: -5
Movement: 18"/48"*6"
Hit Points: 320
No of Attacks: 4
Damage/Attack: 2-7 +poison/1-6/1-6/2-9
Special Attacks: See below
Special Defences: +1 or better weapon to hit
Magic Resistance: 55%
Size: Varies
Alignment: Lawful Neutral
Worshipper's Align: Lawful Neutral (Flymen)
Symbol: Stylised Insect
Plane: Nirvana
Cleric/Druid: 25th level cleric/8th level druid
Fighter: As 16+ hit dice monster.
Magic User/Illusionist: 18th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: IV
S:18 (90) (+2,+4) I:24 W:23 D:20 C:18 CH:11

Ssrrpt'ck is a powerful being who rules and defends all insects, and many similar creatures; no insect, spider, scorp-

ion, centipede or millipede can ever attack it, save in the case of the personal servants of Lolth, demon queen of spiders, whom this god reviles and abhors. Otherwise, all such creatures obey Ssrrpt'ck absolutely and to the death. It can see through the eyes of any insect it chooses, and so is privy to many secrets.

The god has the body of a bee, spider legs, a scorpion's tail which can strike in any direction for 2-7 points of damage plus a lethal poison effect, and three heads - those of a fly and a locust, each of which can bite for 1-6 points of damage, and that of a cockroach, which inflicts 2-9 points on a biting hit. If it wishes, Ssrrpt'ck can fight with one or more heads while simultaneoulsy casting spells or using psionic or other powers with the others. The god's innate abilities are to *locate insects* or *summon insects* at will, produce *insect plagues* thrice per day, call a *creeping doom* daily (all as the druidic spells), and to shift size freely and instantly; it can assume any size from too small to see with the human eye up to 12' at the shoulder (its usual fighting size). It can also use *size change* [see *White Dwarf 23*] on others at will. However, the god is a subtle and indirect being, much preferring to work by stealth and sabotage than direct assault; its interventions, usually involving insects or flymen, tend to be as overwhelming as they are undetectable.

For details of flyman religious practices, and of the powers of Ssrrpt'ck flymage priesthood, see the excellent article by Daniel Collerton in *White Dwarf 23*.

FROG FOLK [See *White Dwarf 20*]
Swulljagoor, Prince of the Hell Swamps - Demigod
Armour Class: -1
Movement: 18"//30"
Hit Points: 180
No of Attacks: 3
Damage/Attack: 2-16 (+10) plus wounding and pain/2-12/special
Special Attacks: See below
Special Defences: +2 or better weapon to hit
Magic Resistance: 75%
Size: L (10' tall)
Alignment: Chaotic Evil
Worshipper's Align: Chaotic Evil (Frog Folk)
Symbol: Jagged Blade
Plane: Tarterus
Cleric/Druid: 7th level cleric/11th level druid
Fighter: As 16+ hit dice monster
Magic User/Illusionist: Nil
Thief/Assassin: 5th level assassin
Monk/Bard: Nil
Psionic Ability: III
S:22 (+4,+10) I:20 W:13 D:16 C:20 CH:-1

In an obscure and murky corner of the first plane of Tarterus lies a dark and stagnant swamp, wherein are tortured the larvae of certain most evil and cruel beings. It is the fate of frog folk spirits to go to this place on death; it is their duty and privilege to attend to the tortures and punishments inflicted on other spirits there.

The ruler of the swamp is a demon prince named Swulljagoor, who resembles a giant frog folk, or perhaps a huge Type II demon. He is skilled as a spell caster, and has the following powers, useable once per round when not otherwise engaged; *darkness 10' radius, telekinesis* (max 9,000gp weight), *hold person, dispel magic, read languages, read magic,* all at will; *scare, shatter, cause disease, symbol of pain* thrice each per day; speak an *unholy word, charm monster, cone of cold* (5d8 damage) *summons* 8-48 giant frogs (60%) or 10-60 frog folk (40%), *gate* in 2-8 Type II demons (90% chance of success), once each per day. All these abilities are treated as having 15th level power.

In melée, Swulljagoor can execute three attacks simultaneously; these can be on one, two, or three opponents. His right claw hits for 2d6 damage, while his frog-like tongue lashes out to bind an opponent, who must save vs magic if hit or be *paralysed* for 2-5 rounds; if the save fails, there is a 50% chance that the god will draw the victim to his jaws for an automatic biting hit next round, inflicting 15-20 points of damage (giant sized opponents cannot be so drawn). In his left claw, Swulljagoor bears his huge, jagged, adamantine blade, *Soulfear*, a +3 weapon which acts as a *Sword of Wounding*, hits for 2d8 damage, and includes racking pains in the wounds it causes; victims must save vs spells or attack at -3 to hit and -2 damage for 3-12 rounds.

Swulljagoor has normal demonic immunities; silver weapons (unless of +2 or better enchantment) do not affect him, and cold, fire, and electrical attacks do him half damage only. He has ultravision, superior infravision, and the demonic power of limited *telepathic* communication; Holy Water causes him injury (3 points from a splash, 2d6+2 from a direct hit), and is 20% likely to make him retreat for one full round if a direct hit is scored.

Although this god is a mighty demon prince, he is too selfish and too withdrawn by nature to act consistently or for long periods against the world; he seems incapable of dealing with any but frog folk. Their 'priests' (who can attain up to fourth level druidical powers) exhort frog folk to greater slayings and cruelties, as this may send more guests to their lord, while proving this followers' worth as torturers.

Note: Swulljagoor - like his frog folk - hates bullywugs, and frog folk priests say that Ggorulluzg, god of the bullywugs (see last issue) is naught but a renegade slave of Swulljagoor, who has escaped annihilation up until now only because Swulljagoor wishes to capture him intact for slow torture.□

Deity	Sphere of Control	Animal	Clerics M	Clerics F	Clerics NF	Raiment Head	Raiment Body	Colour(s)	Holy Days	Sacrifice Frequency	Sacrifice Form	Place of Worship
Geryon	Flinds (etc)	Minotaur	X		X	Helm	Fur Robe	Black, Brown	Crescent Moon	Often	Living Beings	Dark Shrines
Hrussiall'k	Firenewts	Giant Strider			X	Helm	Scale Armour	Crimson	n/a	Varies	Enemies, Food	Rock Temples
Ssrrpt'ck	Flymen	Insect			X	Hood	Robes	n/a	Solistices, Equinoxes	Quarterly	Rare, Items, Criminals	Temples
Swulljagoor	Frog Folk	Frog			X	Bare	Harness	Dirty Green	Crescent Moon	Often	Enemies, Mammals	Swamps

Microview *is a regular department for computer games, edited by Mike Costello. This issue we have a game-assistance program for* RuneQuest.

RuneQuest Characters

by Nelson Cunningham

The RuneQuest *character generation procedure is a fair target for a GAP (Game Assistance Program), as it is somewhat repetitive and time-consuming. Nelson's listing is a good example of this kind of program, being no more complex than it needs to be and as portable to other micros as can be managed. Even the* BBC *micro should be able to handle these small FOR/NEXT loops; some dialects won't allow the NEXT C,B construct but this can be replaced with NEXT C: NEXT B. If you have to shorten the variable and array names, it would be best to write out a table of new variable names and their equivalents in the original listing, to avoid duplication. The DEF FN formulas can be quoted literally in place of the FN variables themselves. -MC*

This is a program for the *Apple* to speed up the process of *RuneQuest* character generation. It will roll up the characteristics, calculate the hit points, draw a (humanoid) hit location diagram and calculate the bonuses. The nice thing is that since a character is generated in such a short time, the program can also be used to generate NPCs.

I'd better try to explain how the program works, so here goes. If you like you can go and get your *RuneQuest* rulebook; I'll wait here.

Got it? Good. If I may take the Attack bonus table as an example: you will notice a certain similarity between the table (on page 9) with lines 60 to 90 of the listing. Each line of data corresponds to a line of the table, with the first piece of data being the characteristic number (*not* the value, see line 20) that the character receives the bonuses for. The five following data are the bonuses, with the last data in the line being the cumulative bonus for very high (21+) characteristics. The algorithm in lines 1070 & 1080 (for the attack bonus) divides the characteristic by 4 to yield a column number of the relevant table array. The number at this position is added to the bonus. And that is how the bonuses are calculated.

A few random words: The program in configured for a printer in slot 2, so change line 1450 if you have your printer in another. In line 750 an elf's size is listed as 2d6+2 instead of 2d4+4, because I didn't feel that it was worth programming for something that appears only four times in Chapter VIII. My *Apple* tells me that this program takes up just under 18K of memory, so if you are willing to compromise, you should be able to squeeze the program into 16K, if that is all you have.

Operation

When run, *RuneQuest Characters* first asks if a printer is being used. The appropriate response is either 'Y' (for yes) or 'N' (no). If a key other than one of these is input, then the reply is treated as 'N'. After your reply there is a short pause of about 5 seconds. The screen then displays a list of character races and asks for your choice, which must be an input between 1 and 9. You are then asked for your character's name. If you are not feeling very imaginative just press return and the printout will leave a 10-column space for you to fill in at your leisure. There follows another short pause, after which your character is printed or displayed. The printout (or display) consists of the character's race and name, the seven characteristics, a body hit location diagram, and a list of the various bonuses.

After the character has been printed, you are asked if you want another character. If you answer 'N' the screen will clear and the program will end. Otherwise, you are again asked for your choice of race, and the program carries on as above.

Program notes

Lines:

20	This line is a mnemonic to show the positions of the characteristics in the array CH(7).
30	This clears the screen and places the cursor in the upper left corner of the display.
50-800	These lines load the various tables into the table arrays.
830	Defines the function for rolling a d6.
850	This defines the function used for calculating the various bonuses.
870	Clears the display and sets the cursor to line 5 on the display.
880-890	Sets some of the variables to zero.
900	Displays the races that may be chosen.
910	Requests the race of your choice.
930-940	Determines the number of dice and adds to be rolled for a characteristic.
950-970	Rolls the characteristics ...
980-990	... and adds the adds.
1020	If no name is input then NAME$ is set to a 10-column space.
1030	Sets the hit-points equal to CON.
1040-1250	Calculate the bonuses. B counts through characteristics and C counts through the lines in the tables.
1450	Activates the printer if a printout is required. Assumes that the printer is in slot 2.
1460-1640	The printout.
1650	Prints a line and turns the printer off.

Variable table

Reals:

A	A general-purpose for-next loop counter.
AV	The average of STRength and SIZe, used to calculate the damage bonus.
B	Another for-next loop counter.
B1	The number of dice rolled for a given characteristic.
B2	The add to a given characteristic.
C	Yet another for-next loop counter.
DE	The Defence bonus.
FB	This holds the value of the function FN CR(B).
KN	The knowledge bonus.
LH	This is used to calculate the hit-points of body locations.
MA	The manipulation bonus.
PA	The parry bonus.
PER	The perception bonus.
R	The number corresponding to the race of the character, eg Duck =4.
ST	The stealth bonus.
SR	The base strike rank.
S1	The strike rank due to SIZe.
S2	The strike rank due to DEXterity.

Strings:

A$	The answer to the question in line 40; if A$ = 'Y' then the printer is activated, otherwise output goes to the screen.
B$	The answer to the question in line 1660; if B$ = 'Y' then certain variables are set to zero and the user is asked for his characters race.
DA$	The damage bonus string.
NAME$	The name of the character, or a ten column space.

Arrays:

AB(4,6)	This array holds the Attack Bonus Table.
CH(7)	This array holds the seven characteristics in this order: STRength, CONstitution, SIZe, INTelligence, POWer, DEXterity, CHArisma.
DB(4,6)	The Defence Bonus Table.
DAB(4)	The Damage Bonus STRength levels.
HPB(2,6)	The Hit-Point Bonus Table.
KB(2,6)	The Knowledge Bonus Table.
MB(4,6)	The Manipulation Bonus Table.
PB(4,6)	The Parry Bonus Table.
PRB(2,6)	The Perception Bonus Table.
SB(4,6)	The Stealth Bonus Table.
S1(3)	The Strike Rank SIZe levels.
S2(5)	The Strike Rank DEXterity levels.
DB$(5)	This carries the Damage Bonus strings.
R$(9,7)	This carries the Races' names and the dice and adds for their characteristics.

What to do when it crashes

First check the data. Each set of data should correspond with a table in the *RuneQuest* rulebook. Each line in the various bonus tables should have 7 data. Each line of the Races array should have 8 data. Second, check the data again. Have you missed any minus signs? The second to last bug I found in this program was a missing minus. Third, check the dimensions of the arrays. It wouldn't do to have the last line of the Parry Bonus Table where the first line of the Defence Bonus Table should be. Fourth, check the array names. Make sure the program is using the Attack Bonus array to calculate the Attack Bonus. Fifth, check the algorithms. Alternating lines 1070 to 1160 and 1190 to 1240 should be identical in structure with only the variable and array names changed. Sixth, check the printout. Seventh, check everything else. Eighth, don't assume that because it looks OK, it is OK. Generate about 20 characters of various races, and check the printouts the long way (using the book).□

```
10  REM  RUNEQUEST CHARACTER GENERATOR
20  REM  STR=1,CON=2,SIZ=3,INT=4,POW=5,DEX=6,CHA=7
30  HOME
40  INPUT "ARE YOU USING A PRINTER (Y OR N)? ";A$
50  REM  ATTACK BONUS TABLE
60  DATA 1,-5,0,0,0,5,5
70  DATA 4,-10,-5,0,5,10,5
80  DATA 5,-5,0,0,0,5,5
90  DATA 6,-10,-5,0,5,10,5
100  DIM AB(4,6)
110  FOR A = 1 TO 4: FOR B = 0 TO 6: READ AB(A,B): NEXT B,A
120  REM  PARRY BONUS TABLE
130  DATA  1,-5,0,0,0,5,5
140  DATA  3,5,0,0,0,-5,-5
150  DATA  5,-5,0,0,0,5,5
160  DATA  6,-10,-5,0,5,10,5
170  DIM PB(4,6)
180  FOR A = 1 TO 4: FOR B = 0 TO 6: READ PB(A,B): NEXT B,A
190  REM  DEFENCE BONUS
200  DATA  3,5,0,0,0,-5,-5
210  DATA  4,-10,-5,0,5,10,5
220  DATA  5,-5,0,0,0,5,5
230  DATA  6,-10,-5,0,5,10,5
240  DIM DB(4,6)
250  FOR A = 1 TO 4: FOR B = 0 TO 6: READ DB(A,B): NEXT B,A
260  REM  HIT POINT BONUS
270  DATA  3,-2,-1,0,1,2,1
280  DATA  5,-1,0,0,0,1,1
290  DIM HPB(2,6)
300  FOR A = 1 TO 2: FOR B = 0 TO 6: READ HPB(A,B): NEXT B,A
310  REM  DAMAGE BONUS
320  DATA  -1D4,0,+1D4,+1D6,+1D6
330  DIM DB$(5)
340  FOR A = 1 TO 5: READ DB$(A): NEXT A
350  DATA  6,12,16,20
360  DIM DAB(4)
370  FOR A = 1 TO 4: READ DAB(A): NEXT A
380  REM  PERCEPTION BONUS
390  DATA  4,-10,-5,0,5,10,5
400  DATA  5,-5,0,0,0,5,5
410  DIM PRB(2,6)
420  FOR A = 1 TO 2: FOR B = 0 TO 6: READ PRB(A,B): NEXT B,A
430  REM  STEALTH BONUS
440  DATA  3,10,5,0,-5,-10,-5
450  DATA  4,-10,-5,0,5,10,5
460  DATA  5,5,0,0,0,-5,-5
470  DATA  6,-10,-5,0,5,10,5
480  DIM SB(4,6)
490  FOR A = 1 TO 4: FOR B = 0 TO 6: READ SB(A,B): NEXT B,A
500  REM  MANIPULATION BONUS
510  DATA  1,-5,0,0,0,5,5
520  DATA  4,-10,-5,0,5,10,5
530  DATA  5,-5,0,0,0,5,5
540  DATA  6,-10,-5,0,5,10,5
550  DIM MB(4,6)
560  FOR A = 1 TO 4: FOR B = 0 TO 6: READ MB(A,B): NEXT B,A
570  REM  KNOWLEDGE BONUS
580  DATA  4,-10,-5,0,5,10,5
590  DATA  5,-5,0,0,0,5,5
600  DIM KB(2,6)
610  FOR A = 1 TO 2: FOR B = 0 TO 6: READ KB(A,B): NEXT B,A
620  REM  STRIKE RANK
630  DATA  22,15,7
640  DIM S1(3)
650  FOR A = 1 TO 3: READ S1(A): NEXT A
660  DATA  19,16,13,9,6
670  DIM S2(5)
680  FOR A = 1 TO 5: READ S2(A): NEXT A
690  REM  RACES
700  DATA  HUMAN,3+00,3+00,3+00,3+00,3+00,3+00,3+00
710  DATA  BROD,2+06,1+12,2+06,3+00,3+00,3+00,2+00
720  DATA  CRESTED DRAGONEWT,2+00,3+00,2+00,3+00,2+00,2+06,3+00
730  DATA  DUCK,2+01,2+06,1+02,3+00,3+00,2+06,2+00
740  DATA  DWARF,4+00,2+06,2+00,3+00,3+00,3+00,3+00
750  DATA  ELF,2+02,3+00,2+02,4+00,2+06,3+03,3+00
760  DATA  MOROKANTH,3+06,3+00,3+06,3+00,3+00,2+03,3+00
770  DATA  OGRE,2+12,2+06,3+00,3+00,2+06,3+00,3+00
780  DATA  DARK TROLL,3+06,3+00,3+06,3+00,3+00,3+00,3+00
790  DIM R$(9,7)
800  FOR A = 1 TO 9: FOR B = 0 TO 7: READ R$(A,B): NEXT B,A
810  REM
820  REM  CREATING THE CHARACTER
830  DEF  FN D(A) =  INT ( RND (A) * 6) + 1
850  DEF  FN CR(A) =  INT ((CH(A) - 1) / 4) + 1
860  DIM CH(7)
870  HOME : VTAB (5)
880  LET AK = 0:PA = 0:DE = 0:ST = 0:MA = 0:KN = 0:PER = 0
890  FOR A = 1 TO 7: LET CH(A) = 0: NEXT A
900  FOR A = 1 TO 9: PRINT  TAB( 5)A;". ";R$(A,0): NEXT A
910  PRINT : INPUT "WHAT RACE (1-9)? ";R
920  FOR A = 1 TO 7
930  LET B1 =  VAL ( LEFT$ (R$(R,A),1))
940  LET B2 =  VAL ( RIGHT$ (R$(R,A),2))
950  FOR B = 1 TO B1
960  LET CH(A) = CH(A) +  FN D(1)
970  NEXT B
980  LET CH(A) = CH(A) + B2
990  NEXT A
1000  HOME : VTAB (15)
1010  INPUT "WHAT IS THE NAME OF YOUR CHARACTER? ";NAME$
1020  IF NAME$ = "" THEN  LET NAME$ = "          "
1030  LET HP = CH(2)
1040  FOR B = 1 TO 7
1050  LET FB =  FN CR(B)
1060  FOR C = 1 TO 4
1070  IF AB(C,0) = B AND FB > 5 THEN  LET AK = AK + AB(C,5) + (AB(C,6) * (FB - 5))
1080  IF AB(C,0) = B AND FB < 6 THEN  LET AK = AK + AB(C,FB)
1090  IF PB(C,0) = B AND FB > 5 THEN  LET PA = PA + PB(C,5) + (PB(C,6) * (FB - 5))
1100  IF PB(C,0) = B AND FB < 6 THEN  LET PA = PA + PB(C,FB)
1110  IF DB(C,0) = B AND FB > 5 THEN  LET DE = DE + DB(C,5) + (DB(C,6) * (FB - 5))
1120  IF DB(C,0) = B AND FB < 6 THEN  LET DE = DE + DB(C,FB)
1130  IF SB(C,0) = B AND FB > 5 THEN  LET ST = ST + SB(C,5) + (SB(C,6) * (FB - 5))
1140  IF SB(C,0) = B AND FB < 6 THEN  LET ST = ST + SB(C,FB)
1150  IF MB(C,0) = B AND FB > 5 THEN  LET MA = MA + MB(C,5) + (MB(C,6) * (FB - 5))
1160  IF MB(C,0) = B AND FB < 6 THEN  LET MA = MA + MB(C,FB)
1170  NEXT C
1180  FOR C = 1 TO 2
1190  IF KB(C,0) = B AND FB > 5 THEN  LET KN = KN + KB(C,5) + (KB(C,6) * (FB - 5))
1200  IF KB(C,0) = B AND FB < 6 THEN  LET KN = KN + KB(C,FB)
1210  IF PRB(C,0) = B AND FB > 5 THEN  LET PER = PER + PRB(C,5) + (PRB(C,6) * (FB - 5))
1220  IF PRB(C,0) = B AND FB < 6 THEN  LET PER = PER + PRB(C,FB)
1230  IF HPB(C,0) = B AND FB > 5 THEN  LET HP = HP + HPB(C,5) + (HPB(C,6) * (FB - 5))
1240  IF HPB(C,0) = B AND FB < 6 THEN  LET HP = HP + HPB(C,FB)
1250  NEXT C,B
1260  REM  LOCAL HITS
1270  IF HP < 4 THEN  LET LH = 1
1280  IF HP > 3 THEN  LET LH =  INT ((HP - 1) / 3)
1290  REM  DAMAGE BONUS
1300  LET AV =  INT ((CH(1) + CH(3)) / 2 + .5)
1310  FOR A = 4 TO 1 STEP  - 1
1320  IF AV =  < DAB(A) THEN  LET DA$ = DB$(A)
1330  NEXT A
1340  IF AV > DAB(4) THEN  LET DA$ = "+" +  STR$ ( INT ((AV - 5) / 8)) + "D6"
1350  REM  STRIKE RANK
1360  FOR A = 1 TO 3
1370  IF CH(3) < S1(A) THEN  LET S1 = A
1380  NEXT A
1390  FOR A = 1 TO 5
1400  IF CH(6) < S2(A) THEN  LET S2 = A
1410  NEXT A
1420  LET SR = S1 + S2
1430  REM  THE PRINTOUT
1440  HOME
1450  IF A$ = "Y" THEN  PR£ 2
1460  PRINT : PRINT NAME$;", THE ";R$(R,0): PRINT
1470  PRINT "STRENGTH: "; TAB( 15)CH(1); TAB( 25)"LOCAL H.P.S:"
1480  PRINT "CONSTITUTION: ";CH(2)
1490  PRINT "SIZE: "; TAB( 15)CH(3); TAB( 30)LH + 1
1500  PRINT "INTELLIGENCE: ";CH(4); TAB( 30)LH + 2
1510  PRINT "POWER: "; TAB( 15)CH(5); TAB( 27)LH; TAB( 33)LH
1520  PRINT "DEXTERITY: "; TAB( 15)CH(6); TAB( 30)LH + 1
1530  PRINT "CHARISMA: "; TAB( 15)CH(7); TAB( 27)LH + 1; TAB( 33)LH + 1
1540  PRINT
1550  PRINT  TAB( 25)"TOTAL H.P.S: ";HP
1560  PRINT "ATTACK BONUS: "; TAB( 21)AK;"%"
1570  PRINT "PARRY BONUS: "; TAB( 21)PA;"%"
1580  PRINT "DEFENCE BONUS: "; TAB( 21)DE;"%"
1590  PRINT "STEALTH BONUS: "; TAB( 21)ST;"%"
1600  PRINT "PERCEPTION BONUS: "; TAB( 21)PER;"%"
1610  PRINT "MANIPULATION BONUS: "; TAB( 21)MA;"%"
1620  PRINT "KNOWLEDGE BONUS: "; TAB( 21)KN;"%"
1630  PRINT "INJURY BONUS: "; TAB( 21)DA$
1640  PRINT "BASE STRIKE RANK: "; TAB( 21)SR
1650  PRINT : PR£ 0
1660  PRINT : INPUT "DO YOU WANT ANOTHER CHARACTER (Y OR N)?";B$
1670  IF B$ <  > "N" THEN  HOME : GOTO 870
1680  END
```

MAGIC ITEMS

Treasure Chest *is a regular department for readers' ideas for* D&D. *This issue we have a selection of...*

ARROW OF THE INNER PLANES
by Mark Byng

From 1-6 of these arrows will be found at a time, they appear to be normal except the arrow-head seems to be missing. Any person with the appropriate magical sight will be able to see that the arrow-heads are, in fact, there except they are out-of-phase with the *Prime Material Plane*. With these arrows an archer (with the appropriate magical sight so that he/she can see the target) can shoot any creature 'lurking' on the *Astral, Ethereal* or *Out-of-Phase Planes* even though the archer is still on the *Prime Material Plane* (this is exceptionally useful when combating ghosts as their AC is only 8 vs attacks on the ethereal plane). These arrows are all +2 in effect but they will do *no* damage to creatures which are not out-of-phase in some way.

DRUID'S FLASK
by Roger E Moore

The *Druid's Flask* is a small golden jar or bottle, weighing 30gp, covered with elaborate runes and initially empty of fluid. It may only be properly used by a druid, of any level. Once every full moon at the druid's command, the flask will fill with one dose of a magical potion (dispensed through the powers of the druid's deity). The druid has a chance equal to his or her level times 10% of successfully requesting and receiving a certain type of potion rather than a random one, but only the types of potions the flask normally produces will be received. For random selection, the following table may be used:

Roll (d10)	*Potion Received*
1	Animal Control
2	Barkskin (as 2nd level Druid spell)
3	Cure Disease (as 3rd level Druid spell)
4	Healing
5	Neutralize Poison (as 3rd level Druid spell)
6	Plant Control
7	Polymorph Self
8	Protection from Fire (as 3rd level Druid spell)
9	Sweet Water
10	Water Breathing

Unless otherwise stated above, potions are just as described in the *DMG*. Spell effects last 1d4+4 turns, except for the *cure disease* and *neutralize poison* potions, which are permanent in effect (as is the Sweet Water potion). The *neutralize poison* potion differs from the Sweet Water potion in that it may be taken internally to remove the effects of having been poisoned.

Druids using this device will receive 1000ep for the flask, but receive no additional eps for any potions they use from it. If a druid has not been very faithful to his or her alignment or deity, the flask has a 20% chance per level of producing a *confusion* potion that will induce effects as per the 7th level druid spell at the 14th level of ability (no saving throw). The flask must be washed daily in pure spring water for three days prior to the full moon in order for it to work.

CLOTH OF THE WIND HORSE
by Roger E Moore

The *Cloth of the Wind Horse* is a 3' square bolt of silk of any of a number of pale colours. When held by two corners in a breeze and a key phrase is spoken:

'Out Of Mist and Cloud and Breeze,
A Steed to travel where I please,' or

some such, a highly-intelligent horse-like being from the *Elemental Plane of Air* is summoned to serve the user of the cloth. The Wind Horse (8HD, 40HP, Move 42", AC3, Neutral) understands all intelligent communication through limited *telepathy*, and will obey the summoner to the best of its ability for a full day before it vanishes. A wind horse cannot speak, however. It may carry up to 10,000gp weight; it may run over any liquid or solid surface or may fly at the same rate of movement, as it is actually travelling on air. The horse is completely of the same colour as is the cloth that summons it (even pale green or blue).

Non-magical weapons cannot harm a wind horse. Though a wind horse will not attack an opponent physically, it may use a *gust of wind* spell as often as it likes, and may generate a whirlwind as can an air elemental of 8" height, once per day. Magic use is at the 8th level of ability.

After usage, the *Cloth* cannot be used to summon its wind horse for a month.

SHAFT OF THE SPIDER
by Jeremy Dunn

A *Shaft of the Spider* appears as a normal arrow but with the simple form of a spider etched onto its head. It has a probability of +1 and if a 20 is thrown when throwing to hit, in addition to the normal damage for an arrow it *webs* the victim. Opponents are unable to move, fight etc depending on their strength. (See the 2nd level magic-user spell web. [PHB])

WAND OF LOCKING
by Anthony Howcroft

This intricately worked ebony rod has many strange runes inscribed upon its surface that can only be read by a bard or through a *read magic* spell. If *lock* is spoken in a stern tone of voice then the device will *wizard lock* (as per 2nd level MU spell) whatever the wielder is pointing the wand at. If *hold* is commanded in the same manner as before then the article pointed at wil be *held* as by the 1st level MU spell *hold portal*. The wand can only be employed as a magic-user or an illusionist. It has 1-100 charges when found, and the *lock* costs 2 charges, the *hold* 1. As with other wands this device functions at the 6th level of experience. It is worth 3,000ep and 15,000gp.

WIZARDS WAND
by Paul Cole

Allows an MU to cast a spell from his/her spellbook without having to memorize it. The book must be held steady while the MU uses the *Wand* to trace the spell wording; this takes 4 rounds +1 round per spell level. The spell is then cast as normal. Only those spells already useable by the MU can be cast in this way. Chance of success is: 50% + 10% per level of caster - 20% per level of spell.

If the spell fails, re-roll and if it fails again the spell misfires. Otherwise it just drains away. The *Wand* could be charged as normal wands or limited in use to once per day/week.□

The Star

Midgard's Brightest Daily

WIN 20,000GP
IN OUR SPECIAL COMPETITION

One, Two, not even a Type VI Demon can eat three Shredded Hobbits -*Can you?* See page 85 for details.

CITADEL STRIKE A HAMMER BLOW

Citadel Miniatures will be releasing a product that marks a completely new direction for the company.

Warhammer, due out in the next few months, is a boxed set of 3 rulebooks which provide a complete game system for fantasy role-playing adventures *and* mass combat and skirmishes. The rules cover character generation and advancement, psychological factors, spells, necromancy, duelling, scenarios and more.

Also planned for release is an accompanying range of blister-packed **Warhammer** figures, as well as **RuneQuest** and **Traveller** blister-packs. Each pack will contain one figure, or more in the case of smaller figures.

HOBGOBLINS HIT TOWN

Some new hobgoblins have recently hit town, as well as a few unfortunate hobbits. The hobgoblins are supporters of **Chronicle Miniatures** and were in town for the ogreball match.

The four pictured at the match below are (from left to right): *CM9: Hobgoblin; CM9F: Hobgoblin with Crossbow; CM9B: Hobgoblin Chieftain;* and *CM9A: Hobgoblin.*

SCORPION NEST UNEARTHED

A nest of scorpionmen has been revealed in **Scorpion Hall**, the second **SoloQuest** adventure for use with **RuneQuest** which is now available.

Adventurers willing to take the risk, must delve into the depths below an old castle and destroy the breeding rooms having many alarms and excursions en route.

For those seeking an entirely different kind of adventure, the third **SoloQuest** adventure, **The Snow King's Bride**, will be released in May. Adventurers must escort an independent minded female barbarian across an icy wilderness to her pre-arranged marriage, but maybe she has other ideas.

Another bonus for **RuneQuest** players will be the April release of the **RuneQuest Companion**. This contains a solo adventure plus lots of new snippets on Cults, history and reprinted articles from out-of-print issues of *Wyrm's Footnotes*.

KEEP ON TRUCKING

Trucking on down the road from **Steve Jackson Games** in the US, comes **Truckstop**, the latest **Car Wars** adjunct. It contains counters, and movement and combat rules for the demonic 18-wheeler big-rigs of the US highway plus a map of a fortified truck-stop. This supplement should be available in the UK in May.

TREASURE BY TORCHLIGHT

New treasures in the fantasy world have been revealed by **Torchlight**, a new UK company. Their fantasy role-playing aids consist of a range of dungeon passages, chambers, special features and accessories cast in resin. Pictured here is *C10: Set of Dungeon Items*.

MORE FANTASY FIGHTING

Following the success of the Fighting Fantasy Gamebook, **Warlock of Firetop Mountain**, which reached number 2 in the december *Sunday Times* Children's Best Sellers List and the follow-ups, **Forest of Doom** and **Citadel of Chaos**, Steve Jackson and Ian Livingstone are preparing two more adventures for release in the autumn. Steve's will be **Starship Traveller**, a planet-hopping adventure through space in an attempt to get home. Ian will be keeping to the fantasy formula with **City of Thieves** in which the adventurer must enter a port and find a wizard among the thieves, pirates, assassins and strange creatures. The wizard is needed to save a village from an undead overlord, the Night Prince.

BEST SELECTED

The squad has been announced for the forthcoming volumes of **Best of White Dwarf: Articles II** and **Scenarios II**. The items were chosen by reference to reader's votes cast in past polls and include such popular features from now-out-of-print issues as: The Dungeon Architect; Hive of the Hrrr'l; Introduction to *D&D*; A Backdrop of Stars; Weed War; The Fiend Factory Top Ten; and more.

Games Workshop are also preparing **Dungeon Floor Plans 3**. This is scheduled for release in a few months time and will feature roof-tops for town and village adventures, as well as quaysides, jetties, boats, stockades, balconies, battlements and other special features. This is due to be followed later in the year by **Talisman**, a magical quest game which involves characters with different abilities in a quest for power, and the long-awaited **Battlecars**, the game of deadly driving.

The artwork for these two games will be handled by a new member of the **GW** production team, Gary Chalk. Gary was formerly with **Standard Games** and was responsible for **Cry Havoc** and many of their other products.

NEXT ISSUE

What's coming up in the next fun-filled issue? The Snowbird Mystery - a thrilling new *Traveller* scenario by Andy Slack; Freeway Deathride, an exciting but deadly *Car Wars* scenario; an in-depth analysis of the battle tactics of certain non-human racial groups; Sigils in *D&D*; Why Dungeons Exist - your questions answered, plus all your normal favourites and much more.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/ POs payable to* Games Workshop Ltd.

Would you like to work at GAMES CENTRE?
We are looking for Managers and Staff for our specialist games and toys shops throughout England.
Warehouse staff also required. Write with details of your interests, background and expertise. (Please include your telephone number if possible).
The Managing Director, Games Centre
22 Oxford St, London W1A 2LS

For Sale
D&D stuff, books modules, figures, perfect condition, good prices. Ring 027 976561.

St Valentines Day Massacre
Unique PBM game set in the gangster era. Hits, robberies, murders, assassinations, bribery, boot-legging, gang wars, kidnapping and politics - just some of the many possibilities. 'Real' historical characters. Send large SSAE + £1.00 (6 months - minimum 10 turns) to R Middleton, 37 Beechwood, Woodlesford, Leeds. Please state age/sex.

For Sale
DM's Guide - £7.00; Modules A1-2, C2, L1 Q1 and U1 - £15 the lot, will split. Contact: S A Stirling, 149 Huish, Yeovil, Somerset.

For Sale
Wargames, *AD&D, Traveller* and other FRPs. Also SF/F novels. Half price or less. Send SSAE for list to J Doyle, 183 Privett Rd, Gosport, Hants PO12 3ST, or phone 07017 84025.

For a Steal
AD&D rulebooks, scenarios and figures, send SAE for details to - Kieran Brown, 4 Newry Rd, Hilltown, Co Down, BT 345TG.

Are you coming to Northern Games Day?
9-10th April 1983, University of Manchester, Institute of Science and Technology, Manchester City Centre. 9th April 10.30am - 6pm. 10th April 10.00am - 5.30pm. Entrance £1.50 per day. (75p to half price ticket holders).

For Sale
Traveller books 1-5, Supps 1, 2, 4, and adv 6-10. *IISS Files*, fig boxes 1&3. Adventure 5, DA 1 & 2, *Sky Raiders 1*. £30 ono, would split. Tel: Gt Bentley 250862.

Gamesmaster Required
Fulltime gamesmaster required to run a fantasy postal campaign. Applicants should have a good understanding of RPGs and preferably experience in postal games, although this is not essential. Write giving details of your interests, background, and expertise to: *K J C Games*, 5 Vicarage Ave, Cleveleys, Lancs FY5 2BD.

The Journal of the Senseless Carnage Society
Issue One out now, about which it has been said: 'A masterpiece! The most brilliant fanzine ever!'
The Editors
'Probably the best lager in the world.' Anon.
Send 50p (+15p p&p) to Simon Hartley, 5 Burgh Heath Road, Epsom, Surrey.

Free Offer!
Buy 16 sheets of paper - get two free staples! *Wereman 5* is now out. 50p form James Wallis, Eton College, Windsor.

Wyrms Claw
The magazine for everyone in FRP. Issue 14 has articles on armour and languages, and a new scenario - plus lots more to provoke 'fantastic' ideas. Coming soon, more *RuneQuest* articles. Contributions always welcome. 75p inc p&p, £4 sub (6 issues) 93 Norris Road, Sale, Cheshire M33 3GS.

Striker
Seven original, detailed, typed combat vehicle designs - only one pound! Send with SAE to Andrew Brice, 19 Langstone Walk, Peel Common, Gosport, Hants.

T&T Library
T&T library closed. Recommend *T&T* products from: *Flying Buffalo*, POB 100, Bath Street, Walsall, W Midlands.

Q&Q for Quality
AD&D and *Traveller* scenarios, *RuneQuest* solo assassination adventure, discussions, news, reviews, fiction and more can all be found in *Quasits & Quasars 7*. Don't accept a substandard magazine! Send 60p to David Hulks, 54 Slimmons Drive, St Albans, Herts.

Lead to Flesh
Bring your favourite characters or monsters to life by sending them to us for painting. Send a SAE for an illustrated leaflet or send a cheque or postal order for £2.00 along with your 25mm figure for a sample of our artwork and a leaflet. To: John Hatfield, 6 Woodham Road, Catford SE6 2SD.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Wanted
Arduin Trilogy. Good condition. £8? 858 9501.

Refund
Would anyone who has not received their refund from *Starn* or *Necromancer* magazine please contact me giving full details of their claim. D J Parry, 132 Ramnoth Rd, Wisbech, Cambs PE13 2JD.

Scenarios
If you need any scenarios - solo, *AD&D, Traveller, RQ* or *Call of Cthulhu* then send SAE and details of what you want with 20p to Alex Begg, 2 Clarendon Crescent, Leamington, Warwickshire.

Wyrms Footnotes
Desperate Deathlord is willing to beg, borrow, buy or beserk for any available *WFs*. Also, has anyone any post *Trollpak* information about Trolls. Contact: Zorak Zoran Temple, Redstone Caverns, c/o Ian Leake, 38 Park Avenue, Worcester WR3 7AH. Tel: Worcester 25147.

Contributions Wanted
For our magazine, anything accepted: *White Shadow*, 236 Kingsway, Huyton, Liverpool.

Dublin
Leprecon 3 will be held in the GMB of Trinity College on the 9th and 10th of April 10am to 9pm. *AD&D, Squad Leader, Traveller*, Napoleonics, WWII Skirmish, Ancients and more! Come along and bring your games! Contact: John Munro, 1 St Kevin's Park, Dartry, Dublin 6, Ireland.

EASTCON
June 24, 25, 26, 1983 - Glassboro State College, Glassboro, N.J. The East Coast major gaming organisations that have sponsored *Origins, GenConEast*, and *PennCon* over the past 10 years have combined efforts to bring you this year's *EastCon* featuring seminars, demos, and tournaments by most major manufacturers and game designers. Official tournaments include *GDW's Traveller, AH's Squad Leader*, and *TSR's AD&D*. Also featured are miniatures, boardgaming, computers, video, and roleplaying events. This year for the first time, science fiction events are being held including an art show, SF movies, and dealers. There is a large spacious open gaming area. Food and housing are available on site in addition to hotels and restaurants nearby to host the 3000+ gamers expected to attend. For a Pre-Reg form and more information, send an SSAE to: EastCon, POB 139, Middletown, N.J. 07748, USA.

AD&D Cambridge
Novice *AD&D* player (10yrs) seeks campaign in Cambrige. Will learn to play other RPGs, but preferably *AD&D*. Contact: D Burgess, 246 Cherry Hinton Rd, Cambridge.

Herts
D&D player seeks club or *AD&D* players to form club in St Albans. Contact: A Power, 5 Henderson Close, St Albans, Herts.

St Albans
Small, dedicated group wishes to meet new players. Many different wargames played but special interest in fantasy RPGs. Contact: Mike (SA/69390) evenings.

Help
Totally inexperienced DM is setting up group with non-experienced players. Would appreciate tips, monsters or even dungeons. Also anyone in 11-13 age group in Woodingdean is welcome. Write to: Esther Skelton, 44 Brownleaf Rd, Brighton, Sussex BN2 6LB.

Wanted
White Dwarf Nos 1-20. Ring 062 183 219 evenings, or write to: T Farlam, 10 Kelvedon Rd, Tolleshunt D'arcy, Maldon, Essex.

Weybridge
16-yr old DM seeks novice players in the Weybridge/Addlestone area of Surrey willing to spill their blood in fledgling campaign. Those foolish enough contact Jon on Weybridge 55798.

Help
Any one want a player (can DM *AD&D* if needed) for their campaign. Can play *Gangster*, willing to learn others. Contact: Richard, 1 Wordsworth Rd, Harpenden, Herts or ring Harp 61039 after 6pm.

Newcastle
Is there anyone out there who can roll dice? Fight trolls? Pilot starships? If so, we need you for weekly informal FRP meetings. Contact: Marc or Chiz, 22 Edwins Avenue South, Forest Hall, Newcastle-upon-Tyne. Tel: 0632 669179.

Postal Campaign
AD&D campaign on *Gorlos*. An entire world to explore and pillage - if you can.

AD&D Milton Keynes
A small group of *AD&D* players and DM, aged 14-16, seek other players in MK area. Contact Andy: 9 Tidbury Close, Woburn Sands, MK17 8QW.

AD&D Portsmouth
19-yr old campaigner seeks dungeon in Portsmouth. Write to Pete Smyth, 24 Pitcroft Rd, North End, Portsmouth PO2 8BD.

FRP Pendle
Are there any FRP players/GMs in the Pendle area willing to take on or form a club with a 14-yr old beginner at *RuneQuest* or *Traveller*. Contact: Gary Hartney, 4 Hereford Rd, Colne, Lancashire BB8 8JX. Tel: 867736.

Wanted Desperately
Different Worlds 23-27. *Wyrms Footnotes* (issues or copies) 1-5, 8. Games: *Nomad Gods, WBRM*. R Deloen, 7 Rue Franklin, 75016 Paris, France.

AD&D West London
My players are reluctant to DM and I'm getting desperate for a fix of role-playing as opposed to refereeing. Any kind-hearted? DMs (18+) please ring Richard on 579 0512 ext 214 during working hours.

Penarth Wargaming Society
We play wargames, board games, *AD&D, RuneQuest, Space Opera, Traveller* and most other FRPs. We meet once a week. Write to The Secretary, 1 Baroness Place, Penarth, Cardiff CF6 1UL, Wales, or phone (0222) 702802 (evenings).

CLUBS

HINCKLEY, LEICS
Maldominica Wargames Club
Games: *AD&D, Traveller* and other wargames.
Time: 6.30-9.30pm Wednesdays.
Place: John Cleavland College, Hinckley.
Comments: Any age welcome, willing to try new games.
Contact: Colin Carter, 78 Woodland Rd, Hinckley, Leics.

Keep up to date with the GAMES WORKSHOP MAILING CLUB NEWSLETTER

Every two months you could receive a comprehensive guide to the latest game releases through Games Workshop, plus feature articles on your favourite games systems and special offers that will only be available to club members. All for the price of a stamp.

For your free sample newsletter, plus details of how to join the Mailing Club, send an SAE to me, Malcolm Luff at Games Workshop Ltd., 27/29 Sunbeam Road, London NW10 6JP.

Games Workshop Mailing Club Newsletter
Number 6 March/April:

* The latest news on developments in adventure gaming
* A guide to new games, play-aids and figure sets released in March/April through Games Workshop.

FREE to White Dwarf subscribers

THE ROLE-PLAYING GAMES MONTHLY

WHITE DWARF

needs you...

Subscribe to the monthly voice of British adventure gamers

12 MONTHS SUBSCRIPTION RATES:
UK & Ireland £10.00 . . . . . ☐
Europe (Air)/USA & Elsewhere (Surface) £17.00 ($31.00) . . . . ☐
USA & Elsewhere (Air) £25.00 ($45.00) . . . . . ☐
6 MONTHS SUBSCRIPTION RATES:
UK & Ireland £5.50. . . . . ☐
Europe (Air)/USA & Elsewhere (Surface) £9.00 ($16.50). . . . . ☐
USA & Elsewhere (Air) £13.00 ($23.50) . . . . . ☐
SAMPLE ISSUE:
UK & Ireland £1.00 (75p + 25p p&p) . . . . . ☐
Europe (Air) & Elsewhere (Surface) £1.50 ($3.00). . . . . ☐
USA & Elsewhere (Air) £2.20 ($4.00). . . . . ☐

I wish to begin my subscription with the current issue.

Please make your cheques/POs payable to (no cash accepted) **Games Workshop Ltd., then send them to GAMES WORKSHOP LTD., 27-29 SUNBEAM ROAD, LONDON NW10 6JP.**
VISA (Barclaycard) & ACCESS holders can subscribe by telephone on 01-965 3713.
PLEASE PRINT CLEARLY IN BLOCK CAPITALS

NAME . . . . . .
ADDRESS. . . . . .
. . . . . .
. . . . . .
. . . . . WD40

Vorcon Wars

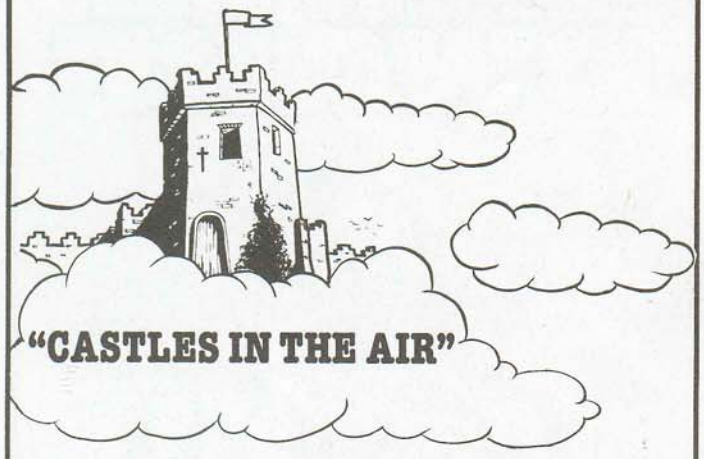
A Computer Moderated Play-by-Mail Game for both Stratergists and Sci-Fi Buffs

The game is built up around many aspects but with the main themes of exploration, trading and conflict. The playing area is the surface of the inhabited planet 'VORCON' where your spacecraft has landed. The varied terrain, laid out in hex format, can be fully circumnavigated in your search for mineral and industrial wealth. Excellent facilities for alliances but should battle commence the game excells with all aspects such as fortifications, minefields, retreats, surrentder and finally death, portrayed in depth. The attentive player can use rocket and satellite technology to move men and ultimately launch a nuclear offensive.

Each turn you receive a map, status reports, your previous battle results and a new orders sheet. If you would like to enter the fifth game £1.50 pays for your first three printouts, the rule book, a blank map sheet and postage. Or just write to me for more information at:-

J. NICHOLSON. 71 JUNIPER, BIRCH HILL, BRACKNELL, BERKS.

GWENT'S NEW SPECIALIST GAMES CENTRE

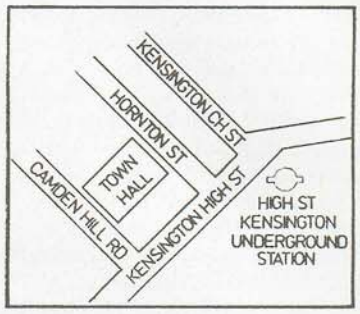


Send now or ring for your games guide, price list and details of our group visiting service - or call in to our showroom on Monmouth Road, Raglan, Gwent NP5 2ET. Tel: (0291) 690 214.
Hours 9.30am - 8.00pm. Monday to Saturday.

STOP PRESS:
Limited number of places still available for Games weekend **April 16th and 17th.** Telephone for further details.

South London Warlords Present
SALUTE 1983
on
Saturday, 23rd April, 1983
at Kensington Town Hall, Hornton Street, W8
from 10 a.m. to 5 p.m.

Once again we will have over 40 Top Quality DEMONSTRATION and PARTICIPATION wargames. The 20 plus Trade Stands will include all the top names. In addition there will be our usual Painting Competition and the ever popular 'Bring and Buy' stand with bargains galore.



Details
(with SAE please)
from: (Hon. Sec.)
110 Salehurst Road,
SE4.

DON'T MISS LONDON'S PREMIER WARGAMING EXHIBITION
★ Buffet & Bar Facilities Available ★

TWO complete scenarios for beginning characters (each consisting of Dungeon, Wilderness, and Urban adventures) **plus an ideal introductory adventure.** This booklet contains all necessary maps, background information, area descriptions, and encounter tables for the villages, dungeons and wilderness included, in addition to illustrative artwork of use to both gamesmaster and players alike. **Designed for use with ALL Fantasy Role Playing Systems.**

"How long must the County endure the Evils which have beset it of late? All are agreed that too much has happened to attribute solely to beasts of the Northern Waste, so who, or what, is behind them? The brave may discover the truth, but only the cunning and the perceptive will live to tell the tale..."

Perkin Waldum, Merchant of Ristenby, from a recent speech to the Shiremoot of STARSTONE.

FROM NORTHERN SHIRES
GLEN TOP
STACKSTEADS
BACUP
OL13 0NW
ENGLAND

USA $5.95

Printed in the UK

© 1982, PV Lydiate

and Better games shops

HAVE YOU READ THE REVIEW FOR

CRASIMOFF'S WORLD
POSTAL GAME IN
WHITE DWARF
37

If you have, and would like to be involved, fill in the form below and return with cheque/P.O. for £5.00 payable to K.J.C. Games.
Copies of White Dwarf review available free on request.

Please enrol me in Crasimoff's World. Enclosed is £5.00 for which I receive the rulebook, set up material and the first four rounds. Future rounds are £1.25 each.

NAME . . . . . .

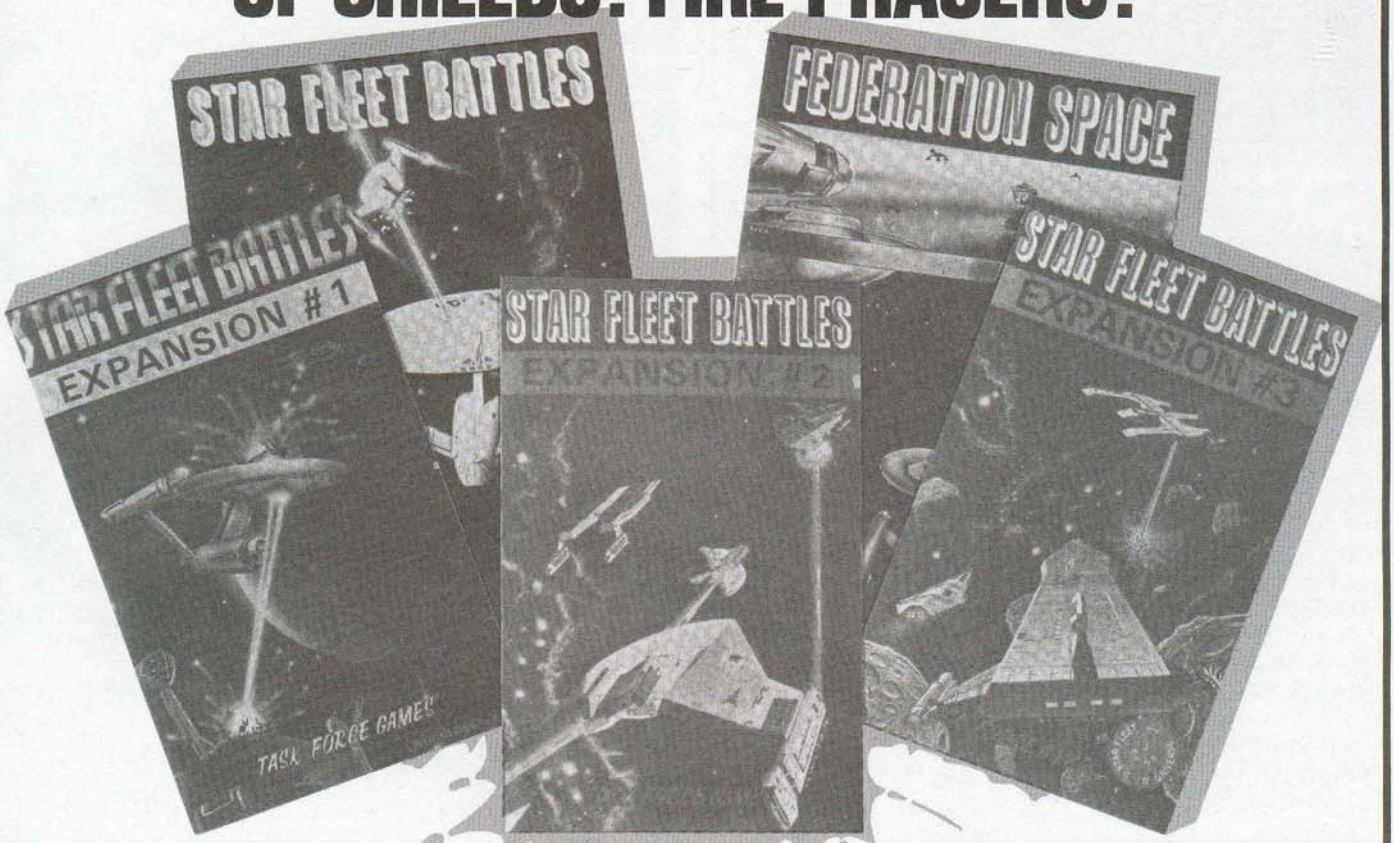
ADDRESS . . . . . .

. . . . . .

. . . . . .

Return to:
K.J.C. Games, 5 Vicarage Ave., Cleveleys, Lancashire FY5 2BD

'UP SHIELDS! FIRE PHASERS!'



Starfleet Battles enables you to take command of the starships featured in the Star Trek TV series - such as the mighty Federation Cruisers or deadly Klingon raiders. Using a unique game system which combines ease of play with the complex feel of starship command, you plot a course across deep space to duel with enemy starships or incredible space monsters. You will need to make use of all your tactical skills in order to survive this game of space warfare. The boxed, designer's edition of Starfleet Battles provides players with a rules manual which offers both basic and advanced rules, background information on the weapons and starships featured in the game, and twenty-two graded scenarios. 216 play counters, a tactical mapsheet, play aids and 2D6 complete the package. **£14.95**

STRATEGIC STARFLEET BATTLES

Federation Space enables two or more players to simulate the battles for galactic supremacy fought by the eight major races introduced in **Starfleet Battles** and **Starfleet Battles Expansion Kit 1**. Players manoeuvre the entire fleets of their chosen race across the strategic display in an attempt to eliminate opponants and seize key planetary systems.
The battle fleets of the Federation, Klingons, Romulans, Kzinti, Gorns, Hydrans, Tholians and Orion Pirates are included on a ship-by-ship basis, not as abstracted fleet units. Thus players may choose to link this game to Starfleet Battles to create a challenging multi-level space game. **£13.95**

EXPANSION KITS AND PLAY AIDS FOR STARFLEET BATTLES

Starfleet Battles Expansion Kit 1: Expanded rules and errata; two new races - the Hydrans and Andromedans; thirty new starships, including Tholian Dreadnoughts and Romulan Maulers; plus eight scenarios, featuring *The Sun Snake* and *An Incident from the First Gorn-Romulan War.* **£4.95**

Starfleet Battles Expansion Kit 2: Revised rules and errata; a new race - the Lyrans; thirty-two new starships, including Klingon Battleships and Federation Carriers; new weapons, such as the Hydran Hellbore; and eight scenarios. **£5.95**

Starfleet Battles Expansion Kit 3: Expanded rules and errrata; the mysterious Wyn Star Cluster; eighty-six new starships including the Andromedan Dominators; and the campaign game *Admiral Kosnett's War.* **£5.95**

Battle Damage: Code Red: A play-aid which offers a fast and easy way to allocate combat damage using a deck of 64 cards. **£4.50**

Starfleet Battles is published by **Task Force Games** and distributed in the UK by **Games Workshop Ltd.** Available at better games shops nationwide, or direct from **Games Workshop Mail Order, 27/29 Sunbeam Road, London NW10 6JP.**

chronicle

MINIATURES

UNIT 14, ENGINEER PARK, FACTORY ROAD, SANDYCROFT, CLWYD CH5 2QD. Tel: (0244) 537012/380226

HOBGOBLINS
EXTRA ADDITIONS

CM9	Hobgoblin (now 10 variants)	**35p**
CM9A	Hobgoblin w/two handed weapon (now 10 variants)	**35p**
CM9B	Chieftain	**40p**
CM9C	Shaman/Witch Doctor	**35p**
CM9D	Standard Bearer (variants to Standard)	**40p**
CM9E	Archer	**35p**
CM9F	Cross Bow	**35p**

NEW HOBGOBLIN UNIT SET
25 Figs. Set: All types and variants . . . . . £8.00: save 85p
13 Figs. Set: All types . . . . . £4.10: save 55p
ORC SETS
31 Figs: All types and variants . . . . . £7.91: save 87p
11 Figs. Set: All types . . . . . £2.88: save 30p
ORC ARMIES: For details send SAE
KOBOLD SET: 10 figs. all types and variants. £2.00: save 20p
Ruffian/Thief Set: 5 figs. all types . . . . . £1.25: save 15p

MAIL ORDER: Please add 10% (minimum 25p); 50% Airmail; 33% for Surface and Europe.

For full lists of Adventurers, Monsters, Anti-Types, Odds and Bods + Orc Army details and news of new and forthcoming releases send 25p.

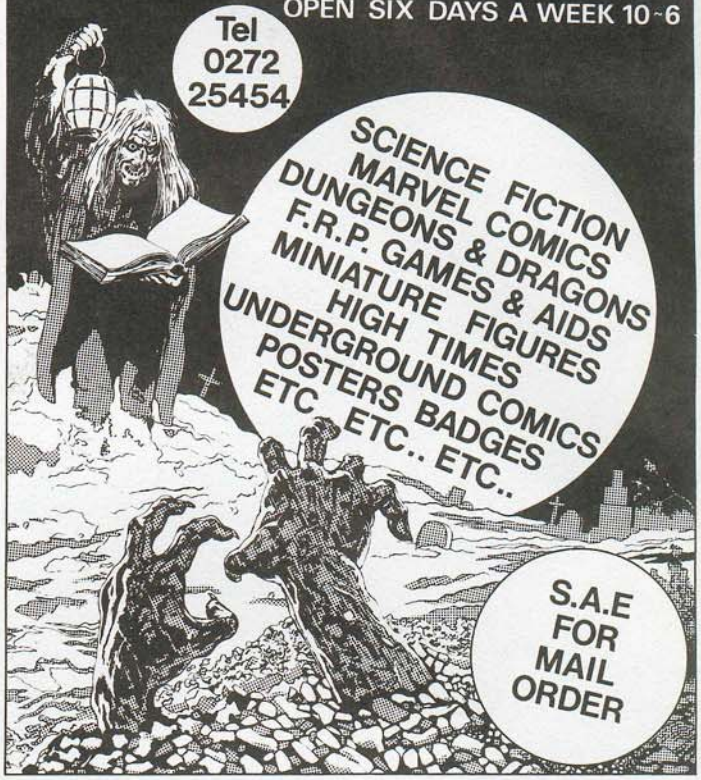
TRADE ENQUIRIES WELCOME

THE SCIENCE FICTION, COMIC AND GAMES SHOP

Forever People

59, PARK ST, BRISTOL, ENGLAND.

OPEN SIX DAYS A WEEK 10~6



GAMES CENTRE

FOR ALL YOUR SF FANTASY · WARGAMES

CHOOSE IN AIR-CONDITIONED COMFORT FROM THE BEST STOCKED DUNGEON IN LONDON

* Alarums & Excursions
* Arms & Armour
* Asgard
* Avalon Hill
* Bellona
* Bifrost
* Blandford
* Broadsword
* Citadel
* Chronicle
* Close Simulations
* Dixon
* Dragonlords
* Dragon
* Eisenwerk Industries
* E.O.N.
* Enola
* F.G.U.
* Flying Buffalo
* G.D.W.
* Gamelords
* Games Workshop
* Grenadier
* Grimoire Games
* Group One
* Hammerhead
* Hass Press
* Heritage USA
* Hinchliffe (Fantasy)
* Humbrol
* Indicia Pub. Co.
* Irregular Miniatures
* Iron Crown
* I.T.
* Steve Jackson Games
* Judges Guild
* Kabal
* Koplow
* Land of Legend
* Master Models
* M.A.P.
* Marshall ENTS
* Master's Lab
* Merit
* Metagaming
* Milliput
* Naismith
* Newbury
* Nova
* Osprey
* Orisek Industries
* P.S.L.
* Palladium
* Paranoia Press
* Platoon 20
* Prince August
* Q.T. Ships
* Ral Partha
* Rider Fantasy
* W.J. Rawkins
* S.P.I.
* S.S.G.
* Standard Games & Pub. Co.
* Tabletop
* Task Force
* T.S.R.
* W.R.G.
* Yaquinto
* Z & M
* Zocchi

*** Expert friendly advice on all aspects of Fantasy/Sci-Fi and Wargaming. * Free player-contact service**
*** Plus 2 floors of general games and kits**

★★ NEW ADDITIONS! ★★

DIXON MINIATURES

WE STOCK THE ENTIRE RANGE!

LARGE CAMPAIGN HEX PADS (x10)
Indexed 625 x 420mm
£2.95

OPEN Mon - Sat
9.30 am - 9.00 pm

22 OXFORD STREET LONDON W1
also at BRIGHTON * BIRMINGHAM * NOTTINGHAM

Basement Dept.

THE LARGEST SELECTION OF GAMES IN THE WORLD

THE GAMESKEEPER

DON'T LOSE YOUR HEAD! USE YOUR HEAD AND COME TO US FOR ALL YOUR GAMING NEEDS.

105 Cowley Road Oxford Tel: (0865) 721348

denizen

a new range of 25mm fantasy

NEW RELEASES

FA20 Legion of the Damned with Sword . 35p
FA21 Legion of the Damned with Standard 35p
FA22 Rune Heroine with Cloak & Sword . 30p
FA23 Rune Hero with Sword & Shield . . 30p
FA24 Paladin brandishing Sword. 30p
(FA20 & 21 are companions to FA13)

Sci-Fi Range

SF1 Future City Cop. 30p
SF2 Future City Female Cop 30p
SF3 Future City Villain 30p
SF4 Space Adventurer Advancing 30p
SF5 Space Adventurer cocking Gun . . . 35p
P&P 10% (min. 25p) * SAE for full list

DENIZEN MINIATURES
1 Laurel Cottages, Keymer, Hassocks, Sussex BN6 8QT
Trade Enquiries Welcome

BLACK DORALD'S

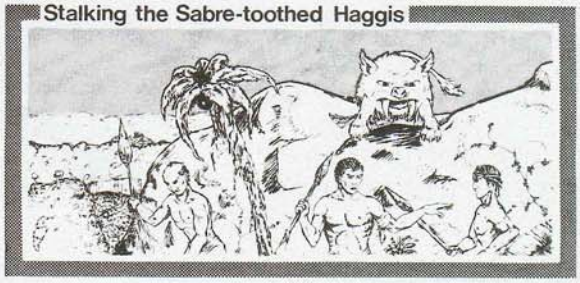
GAMES SHOP

3 Waverley Place
Aberdeen AB1 1XH

Tel. 0224-643740

FOR GAMERS NORTH OF INCHTUTHIL

Stalking the Sabre-toothed Haggis



by A. Russell

SWORDPLAY

33% more pages

Issue 2 still only 70p +10p P&P (£3.00 for 4 issues)

SWORDPLAY
8 Whitefriars Way
Sandwich
Kent
CT13 9AS

ESDEVIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS –

Come to Esdevium Games and see the best display of games in the country.
Open 5 days a week (closed all day Wednesday).
Fastest telephone mail order service.

Some of our special lines . . .

The **INTERNATIONAL TEAM** games. Large mounted mapboards, die-cut counters, beautiful artwork. Generally simple or simple/moderate complexity. (Number of players in brackets.)

KROLL & PRUMNI: Exploitation and colonisation among the stars (2) **£13.00**
IDRO: Revolt of the Tritons in the undersea world of Moog (2) .**£14**
WOHROM: Contenders for the throne must battle with swords and magic (2). **£16.00**
VII LEGIO: Simple SF role-playing game of galactic exploration (3-7) **£16.00**
MILLENIUM: Strategic/tactical game of interstellar combat and invasion (2) **£16.00**
ZARGO'S LORDS: Magic duelling for power in the fantasy world of Zargo (2-4) **£16.00**

THE DRAGON TREE

Especially for all DMs who want to make their adventures interesting and intelligent.

HANDBOOK OF TRAPS & TRICKS: Over 100 ready-to-play traps & tricks of a wide variety of type and complexity **£5.95**
DRAGON TREE SPELLING BOOK: Some 225 spells, zero to 10th levels, wide in range and use **£4.95**
BOOK OF ARTIFACTS: 200+ treasure/artifacts with users, use, misuse, prices powers and occurence **£4.95**
MONSTER FILE Vol 1: Full of illustrations to show your players and descriptions for you **£4.25**

These are just some of our games. Our catalogue contains details of virtually all games available in the UK. Send 16p in stamps & 16½p SAE (overseas 4 IRC) for a copy (free with orders over £5).

Telephone Orders with ACCESS
Payment in £ Sterling please.

ESDEVIUM GAMES (0W)
185 Victoria Road, Aldershot, Hants GU11 1JU
Tel: Aldershot 311443
(Shop hours)
Farnham 722269 *(other times)*
NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS

THE "WARLORD" GAMES SHOP

!! LOOK OUT FOR THE BIG GREEN DRAGON !!

We now stock

AVALON HILL COMPUTER GAMES

as well as

Dungeons & Dragons ★ Traveller and most RPGs and supplements. War Games ★ Science Fiction Games ★ Figures ★ Bellona Scenery ★ Rulebooks

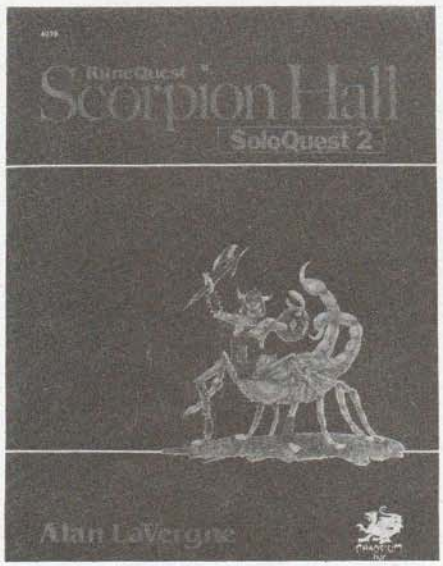
818 LONDON ROAD, LEIGH-ON-SEA
Tel: SOUTHEND 73308
Open 9.30-1.30 and 2.30-5.30. Closed Mondays

RUNEQUEST
The Fantasy Role-Playing Game

SCORPION HALL - SOLOQUEST II IS HERE

A deadly intermediate adventure set in a ruined citadel. You must journey to Scorpion Hall, haunt of chaos and the Scorpion men. Your mission? To defeat the grim denizens and return alive (and rich). This new UK edition is error free £4.95

COMING SOON - SOLOQUEST III: SNOW KING'S BRIDE

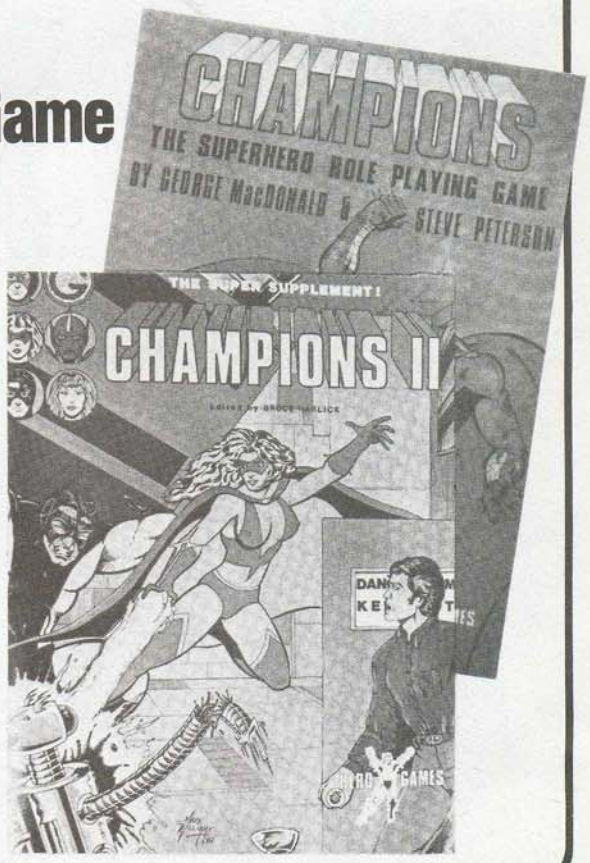


SOLOQUEST I

The beginning adventures for RuneQuest solitaire: *Dreamquest* - journey to an ethereal plane to do battle on behalf of your cult; *Phoney Stones* - unmask the perpetrator of the Issaries fraud; and *Maguffin Hunt* - enter a dwarven stronghold and recover a stolen treasure. UK edition only £4.95

RuneQuest is published by **Chaosium** and distributed in the UK by **Games Workshop Ltd.**

Your Home Town Needs Heroes - Be One with CHAMPIONS The Superhero Role-Playing Game



Champions is role-playing adventure set in the world of the comic book hero. You become a superhero, crusading against the outrageous crimes of the supervillain non-player characters.
With *Champions* you are able to construct your own super alter ego, choosing his or her powers from a range of seventy-five attributes.
Then in your *Champions* adventures you can do anything that a comic strip hero might do, like blasting the opposition with energy bolts or deflecting a hail of bullets from innocent bystanders - with your chest.
The *Champions* boxed set contains everything that you will need to begin play: the rules book which includes character generation, combat, character sheets and a selection of supervillains; *Vipers Nest* a three-part campaign scenario; a perspective street map; and six D6.
Boxed set £12.95
CHAMPIONS IS THE GROWING SUPERHERO GAME SYSTEM SUPPLEMENTS:

NEW CHAMPIONS II
THE SUPPLEMENTARY RULES AND IDEAS MANUAL
£6.95

Champions is available from better games stores everywhere, or direct from Games Workshop's own fast mail order department (orders over £6.00 post free)

WHAT DOES GAMES WORKSHOP MEAN TO YOU?

ROLE-PLAYING ADVENTURE WITH:
Advanced Dungeons & Dragons
Behind Enemy Lines
Bushido
Call of Cthulhu
Champions
Dungeons & Dragons
En Garde
Killer
Man, Myth & Magic
RuneQuest
Stormbringer
Thieves' Guild
Thieves' World
Traveller
Tunnels & Trolls
Worlds of Wonder
AND MORE . . . !

Hundreds of board games for people, like you, with imagination

Computer software for:
Atari 400/800 Series, Apple II, Pet and TRS 80

Games Cartridges for Atari VCS and Intellivision and Phillips G-7000

CITADEL MINIATURES
There are new releases every month - see the latest figures now!

Games Workshop means games without frontiers. Come and see the people who know about the games you want to play . . .

* BIRMINGHAM: Unit 37, Birmingham Shopping Centre, Birmingham B2. Telephone: (021)-632 4804. Open Mon-Sat 9.30-5.30

* LONDON: 1 Dalling Road, Hammersmith, London W6. Telephone: 01-741 3445. Open Mon-Sat 9.30-5.30. Late Night Thursday till 7.30

* MANCHESTER: 162 Marsden Way, Arndale Centre, Manchester. Telephone: (061)-832 6863 Open Mon-Sat 9.00-5.30

* NOTTINGHAM: 41a Broadwalk, Broadmarsh Centre, Nottingham. Telephone: (0602)-585744. Open Mon-Sat 9.30-5.30

* SHEFFIELD: 95 The Moor, Sheffield. Telephone: (0742)-750114. Mon-Sat 9.30-5.30

ATTENTION WEREGAMERS!

Steve Wand has pleasure in announcing publication of the first of a range of complete, ready to play game scenarios. This scenario, The Rescue of Gunnar Avilionsson is designed for the most popular role-playing game and comes complete with 1 mini-dungeon, 2 dungeon complexes, 1 of 3 levels, 1 of 5, 1 wilderness map and 26 typewritten pages of legends, notes tricks, traps, treasures and terrors. All maps have been artistically drawn up and the secanrio can be expanded upon to suit individual desires. To receive your scenario simply send your name & address with your cheque or PO for just £4.00 (overseas customers please send $ 10.00) payable to Steve Wand to the following address:

5, Pilgrim Avenue, IMMINGHAM,
South Humberside, DN40 1LG

WHITE DWARF BINDERS

Make sure you keep the coffee stains off your *White Dwarf* collection by protecting them in your own *White Dwarf* binder.

* Holds 12 issues
* 'Red Leather' finish
* *White Dwarf* embossed in silver on the spine

Send £2.95 + 55p p&p to Games Workshop Ltd., 27/29 Sunbeam Rd., London NW10 6JP. Overseas customers: Europe - please add 20%; Other Overseas - please add 33%; Airmail - please add 50% for p&p.

DRAGON BYTE

51a Queen Street, Morley, Leeds 27
Tel: (0532) 522690 *Open:* Mon. to Sat. 11-5

HOME COMPUTERS SOFTWARE & BOARD GAMES

* The famous ZX81 home computer for less than £50.
* Software: games, education, adventures for ZX81, Spectrum, Vic, Atari, etc. *Our range grows daily!*
* Adventure games for all ages including 'Dungeons and Dragons'.

Order your ZX Spectrum NOW!

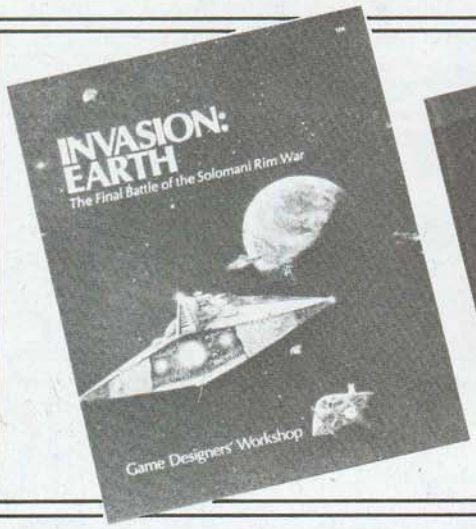
For more information, and details of mail order, telephone
Keith Nathan on (0532) 788377 or David Town on (0532) 524543 after 7.00pm

IN MORLEY TO SERVE WEST YORKS

TRAVELLER

Science-Fiction Adventure in the Far Future

A GUIDE TO BUILDING YOUR TRAVELLER ADVENTURE
Each of the tables below consists of a general category, with each item placed in suggested order of purchase. In general terms, items at the top of each list may be required to make full use of the items further down for role-playing adventure with TRAVELLER.



GENERAL RULES
Bk. 0: An Introduction to Traveller £2.95
BASIC TRAVELLER Rule Books 1-3 (boxed) £5.95
DELUXE TRAVELLER Rule books 1-3, chart of the Spinward Marches and the adventure *The Imperial Fringe* (boxed) £8.95
1001 Characters £2.50
Animal Encounters £2.50
FCI Consumer Guide (FASA) £4.50
Citizens of the Imperium £2.50
Scouts & Assasins (Paranoia Press) 99p
Merchants & Merchandise (Paranoia Press) 99p
SORAG (Paranoia Press) 99p

OFFICIAL CAMPAIGN BACKGROUND
Library Data A-M £2.50
Library Data N-Z £2.50
The Spinward Marches £2.50
The Solomani Rim £2.50
Beyond (Paranoia Press) 99p
Vanguard Reaches 99p
Journals of the Traveller's Aid Society £1.50
Best of the Journal Vol. II £2.95

DETAILED ADVENTURES IN THE SPINWARD MARCHES
Shadows/Annic Nova £2.50
Research Station Gamma £2.50
Twilight's Peak £2.50
Expedition to Zhodane £2.50
Chamax Plague/Horde £2.50

GUIDELINE ADVENTURES IN THE SPINWARD MARCHES
Across the Bright Face/Mission to Mithril £2.50
The Kinunir £2.50
Leviathan £2.50
76 Patrons £2.50
Divine Intervention/ Night of Conquest £2.50

ADVENTURES IN THE SOLOMANI RIM
Marooned/Marooned Alone £2.50
Argon Gambit/Death Station £2.50
Prison Planet £2.50

ADVENTURES BEYOND THE IMPERIUM
Legend of the Sky Raiders £4.50
Trail of the Sky Raiders £4.50
Fate of the Sky Raiders £4.50
Uragyd'n of the Seven Pillars £4.50
Ordeal by Eshaar £4.50
Rescue on Galatea £4.50
Far Traveller Magazine £2.95

STARSHIPS
Mayday (boxed) £6.95
Traders & Gunboats £2.50
Broadsword £2.50
IISS Ship Files (Games Workshop) £1.95
Action Aboard (FASA) £4.50
Adventure Class Ships I (FASA, boxed) £8.95
Adventure Class Ships II (FASA, boxed) £8.95
Aslan Mercenary Cruisers (FASA, boxed) £8.95
Merchant Class Ships (FASA, boxed) £8.95

ADVANCED SPACE COMBAT
High Guard £2.50
Trillion Credit Squadron £2.50
Fighting Ships £2.50
Fifth Frontier War (boxed) £11.95
Invasion Earth (boxed) £9.95

ADVANCED GROUND COMBAT
Mercenary £2.50
Snapshot (boxed) £6.95
Striker (boxed) £10.95
Azhanti High Lightning (boxed) £17.95

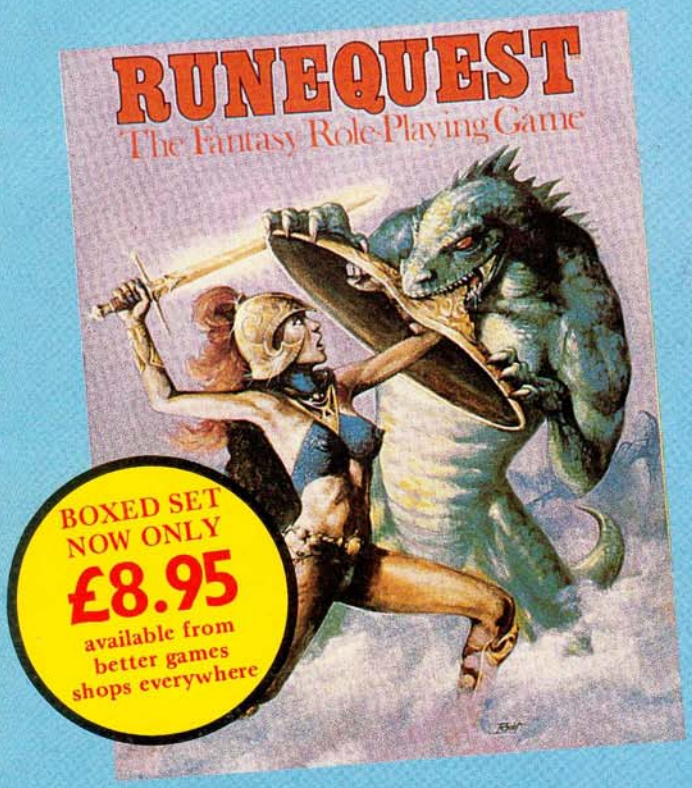
PLAY AIDS
System Data Sheets £1.50
Ship's Papers £1.50
Starship Layout Sheets £1.99

BOXED 15mm FIGURE SETS
Set 1 - Adventurers £3.95
Set 2 - The Military £3.95
Set 3 - Ship's Crew £3.95
Set 4 - Citizens £3.95
Set 5 - Aliens £3.95

TRAVELLER HARDBACK SERIES
The Traveller Book (rules) £10.95
The Traveller Adventure £10.95

Traveller is published by **Games Designers' Workshop** and distributed in the United Kingdom by **Games Workshop Ltd.**
See the range at your local games shop today.

RUNEQUEST™



Bored With Dungeon Adventures?

Has your imagination and role-playing skill outgrown your current adventure game? Are you looking for the system on which to base your own adventure world? Then consider RUNEQUEST - role-playing adventure without frontiers:

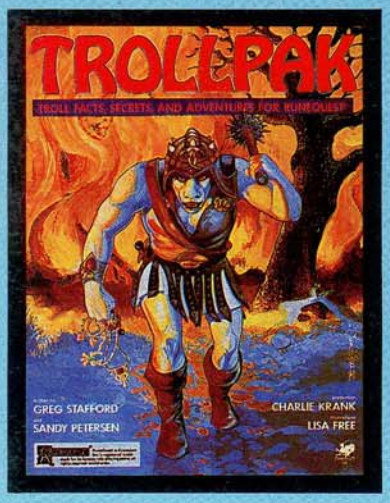
* RUNEQUEST combat is realistic, but the system used is playable and won't slow down adventures.

* RUNEQUEST magic demands player-character skill. Battle Magic, which is available to all adventurers, enchances personal abilities. The more powerful Rune Magics require cult training and experience for full effect.

* RUNEQUEST gives you an adventure world. This world is *Glorantha*, a mythical continent, which is fully mapped and described in the RuneQuest rules and supplements.

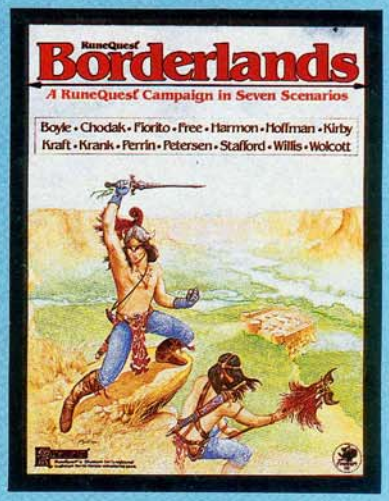
* RUNEQUEST adventures are now available in solo format. See *SoloQuest*, three introductory scenarios; *Scorpion Hall*, a tough campaign adventure; and watch out for *The Snow King's Bride* - coming soon.

* RUNEQUEST evolves and develops with player's needs providing scenarios, figures and facts.



TROLLPAK
Troll secrets, cults and adventures

THE VILE BROO
Nine cross-bred Broo, based on the ghastly descriptions given in RuneQuest Borderlands. This boxed set includes twelve chaos-spawned heads for you to assemble



BORDERLANDS
Intermediate level, seven part campaign adventure

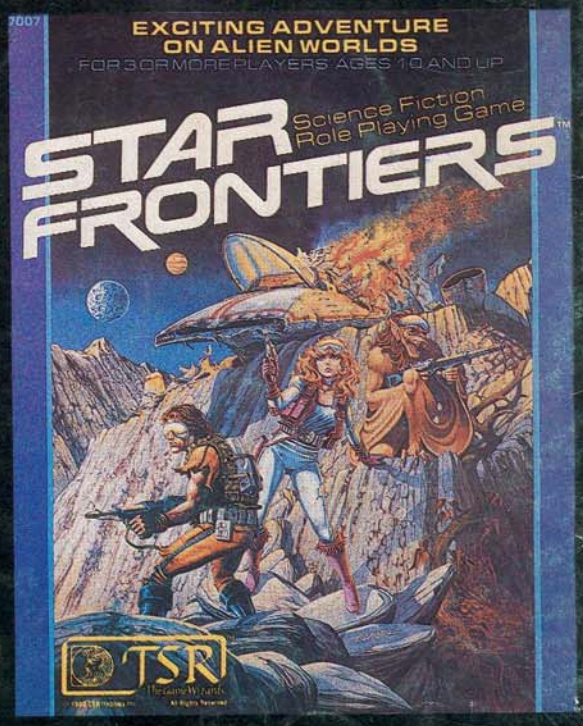
RuneQuest - For People Who Prefer Role-Play To Hack-And-Slay

RuneQuest is Chaosium Inc.'s trademark for its fantasy role-playing game.
Produced under licence in the UK by GAMES WORKSHOP Ltd. The Official UK RuneQuest figures are manufactured by CITADEL MINIATURES

The break-through in science fiction gaming

TSR's STAR FRONTIERS™ game – the 'playable' one

The new STAR FRONTIERS™ science fiction role playing game from TSR is a real breakthrough. We've deliberately kept the basic rules and character establishing stages as short as possible, so you get into the game faster. Then, STAR FRONTIERS™ game offers almost unlimited adventure development with a giant 60 page expanded games rule book covering character progression, skills, movement, expanded combat, vehicles and vehicle combat, creating creatures, equipment, frontier societies, and with guidelines for refereeing and creating an adventure. Don't settle for anything less than STAR FRONTIERS™ game — it'll change your opinion of science fiction role playing games.



Available from better games shops now, or write to:

TSR™ The Game Wizards

TSR Hobbies (UK) Ltd,
The Mill, Rathmore Road,
Cambridge CB1 4AD

© 1982 TSR Hobbies Inc. All rights reserved.

STAR FRONTIERS™ is a trademark owned by TSR Hobbies Inc